

Disney • PIXAR

THE WORLD OF

Cars

NO.

13

DON'T MISS
MATER'S
NEW COMIC
STORY!

HELP!!!

REMAIN
CALM...
I GOT YOU!

WOW!

LIGHTNING MCQUEEN
"RADIATOR SPRINGS"



CARS MAGAZINE 13

CONTENTS

A MAGAZINE TO PLAY WITH!

COLOR THE DRAWING AND FIND OUT WHAT'S UP IN THIS ISSUE!

CARS MAGAZINE 13
CARS WORLD

PAGE 04



CARS MAGAZINE 13
GAMES 1

PAGE 06



CARS MAGAZINE 13
GAMES 2

PAGE 12



CARS MAGAZINE 13
GAMES 3

PAGE 14



CARS MAGAZINE 13
MATER'S SHOW

PAGE 16



CARS MAGAZINE 13
GAMES 4

PAGE 22



HEY BOYS,
LOOK UP AND ENJOY
**MATER'S NEW
STORIES** ON
PAGE 24!
I'M THERE TOO!

CARS MAGAZINE 13
GAMES 5

PAGE 28



CARS MAGAZINE 13
TEST

PAGE 30



AND THE FUN GOES ON WITH

PAGE 08 COMIC 1 PAGE 21 COMIC 2 PAGE 24 COMIC 3

PAGE 18 POSTER PAGE 20 COLORING

THE PISTON CUP RACING CARS

THE CARS RACING WITH THE KING, CHICK HICKS
AND LIGHTNING MCQUEEN ON THE FASTEST
PISTON CUP TRACKS ARE FINALLY HERE!

htB

Racing

CHICK HICKS
#86

Rust-eze
RACING

LIGHTNING MCQUEEN
#95

DINOCO

Team

THE KING
#43

NITROADE
RACING TEAM



AIKEN AXLER
#28

MOOD
SPRINGS

Racing



CHUCK ARMSTRONG
#33

EASY IDLE
Racing Team



RUBY "EASY" OAKS
#51

Leak Less
racing



CLAUDE SCRUGGS
#52

OCTANE GAIN
team TURBO VITAMINS



BILLY OILCHANGER
#58



**JAMES
CLEANAIR**
#61



Racing



**WINFORD
BRADFORD
RUTHERFORD**
#64



Team



**FLOYED
MULVIHILL**
#70



**HAUL
INNGAS**
#79



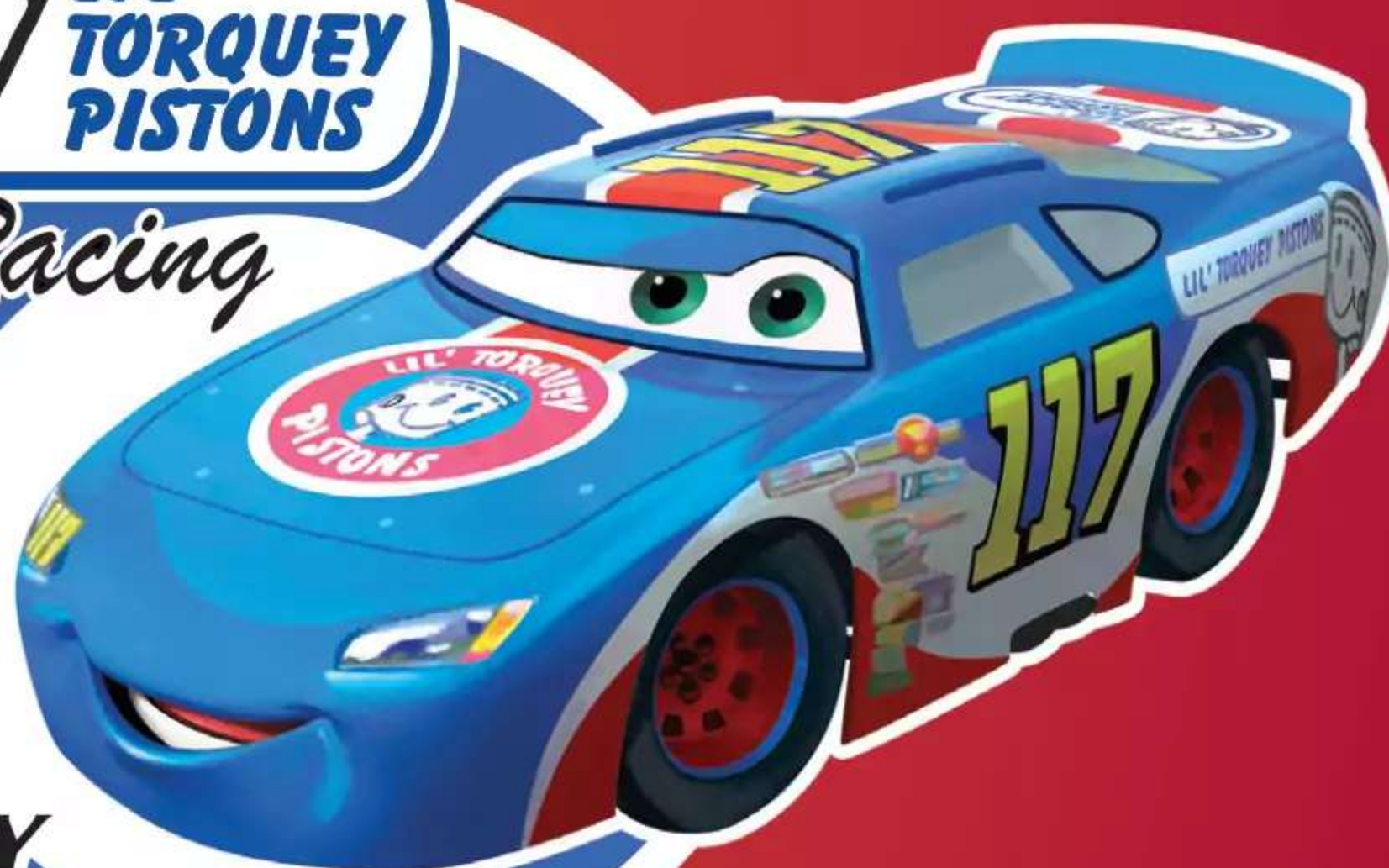
Racing



**SAGE
VAN/DER SPIN**
#80



Racing



**RALPHY
CARLOW**
#117



**KEVIN
SHIFTRIGHT**
#121



**TODD
"THE SHOCKSTER"
MARCUS**
#123



HAVE YOU SEEN LIGHTNING MCQUEEN'S LIGHTNING BOLT?
PLAY THESE GAMES AND TRY TO BE EVEN QUICKER!

SOLUTIONS ON PAGE 33

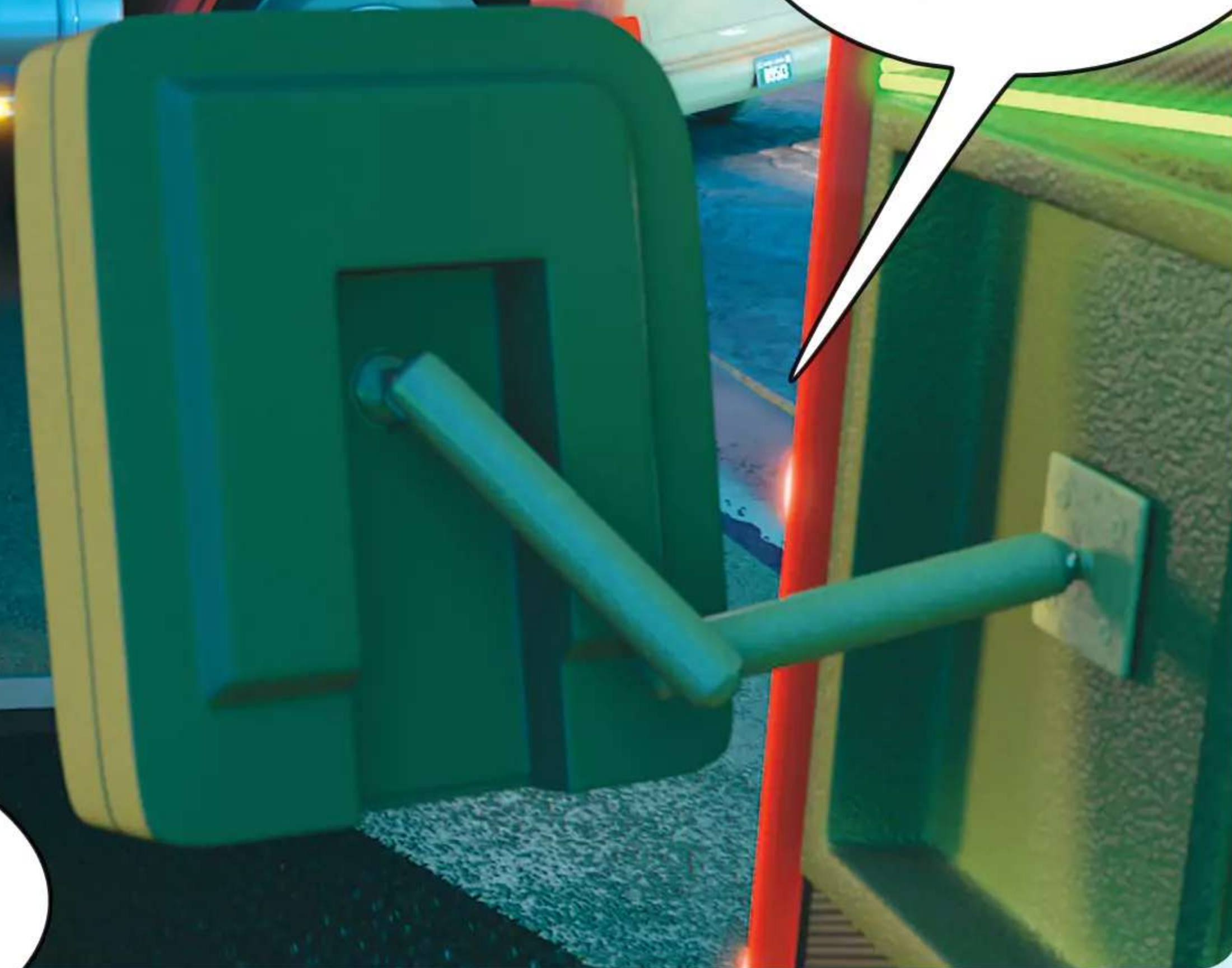
GAME 1

DO YOU REMEMBER HARV, LIGHTNING McQUEEN'S MANAGER?
WELL, LIGHTNING IS GIVING HIM HIS POSITION.
ARE YOU ABLE TO DECIPHER HIS **ENCRYPTED MESSAGE?**

WHERE ARE
YOU? I CAN'T
EVEN FIND YOU
ON MY GPS!



9'13 - 9 14
20 8 9 19 - 12 9 20 20 12 5
20 15 23 14 - 3 1 12 12 5 4
18 1 4 9 1 20 15 18
19 16 18 9 14 7 19!



HERE'S THE **KEY TO DECIPHER THE MESSAGE.**
EACH NUMBER CORRESPONDS TO A LETTER!

1 = A	8 = H	15 = O	21 = U
2 = B	9 = I	16 = P	22 = V
3 = C	10 = J	17 = Q	23 = W
4 = D	11 = K	18 = R	24 = X
5 = E	12 = L	19 = S	25 = Y
6 = F	13 = M	20 = T	26 = Z
7 = G	14 = N	EXAMPLE: 8 1 18	

EXAMPLE: 8 1 18 22
= H A R V

YOUR SOLUTION:

GAME 2

LIGHTNING IS IN MACK'S TRAILER AND CAN ONLY SEE A SINGLE DETAIL OF THE AREA THEY'RE DRIVING THROUGH. **GUESS WHERE OUR TWO FRIENDS ARE!**



1 HEY! WHAT A GREAT PAINT JOB! BUT... WAIT A SECOND! IS THE **RACING NUMBER** STILL THERE?

2 AND THE COLOR... IS RED, BUT... IS IT A LITTLE BIT DIFFERENT FROM YOUR **USUAL RED**?

3 DID YOU ALSO TRY A TOTALLY DIFFERENT **BODY COLOR**?

A ACTUALLY I GOT SOME FROM LIZZIE... ON MY... BACK!

B NO, I JUST WANTED TO TRY SOMETHING MORE FASHIONABLE!

C NO, BUT AT THE NEXT RACE I'LL BE #95 AGAIN!

D YOU'RE RIGHT! JUST A LITTLE BIT DIFFERENT!

E OF COURSE, I STILL HAVE IT! AM I LIGHTNING OR NOT?

F NO, I ONLY LIKE RED!

G NO, I DON'T NEED THEM! THERE'S A LOT OF LIGHT ON RACETRACKS!

4 LIGHTNING'S WEARING WHITEWALLS! ARE YOUR **TIRES BALDING**?

5 DO YOU STILL HAVE YOUR **BOLT SIGN**?

6 STICKERS, DO YOU HAVE **NEW STICKERS**?

7 LIGHTNING! DID YOU FINALLY GET **HEADLIGHTS**?

GAME 3

LIGHTNING'S NEW LOOK IS MAKING EVERYBODY GO NUTS AND THE REPORTERS WANT TO KNOW EVERY DETAIL ABOUT IT. YOU TOO?

SO GUESS THE ANSWERS LIGHTNING IS GIVING TO THEIR QUESTIONS!

MATER STUNT... CAR



"...BECAUSE WE'RE PRACTICALLY LOOK-ALIKES!"

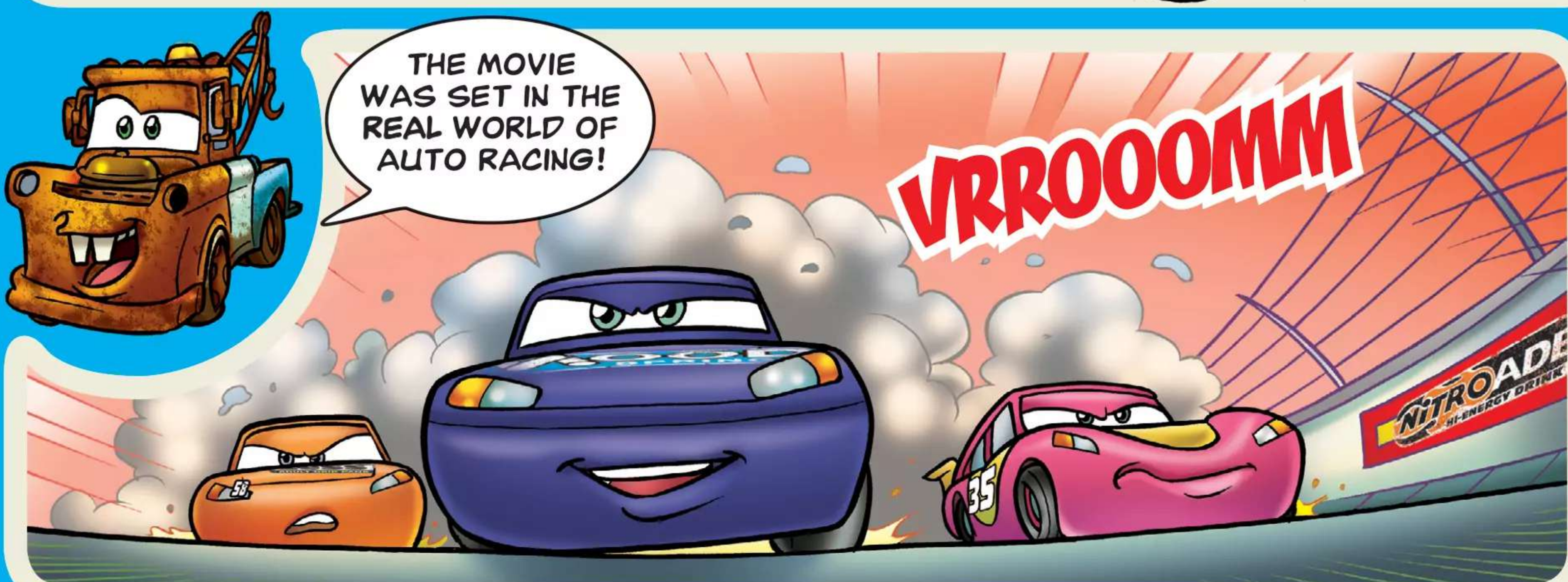
GET READY, IT'S YOUR TURN!

I'M RARIN' TO GO, GEORGE!



THE MOVIE WAS SET IN THE REAL WORLD OF AUTO RACING!

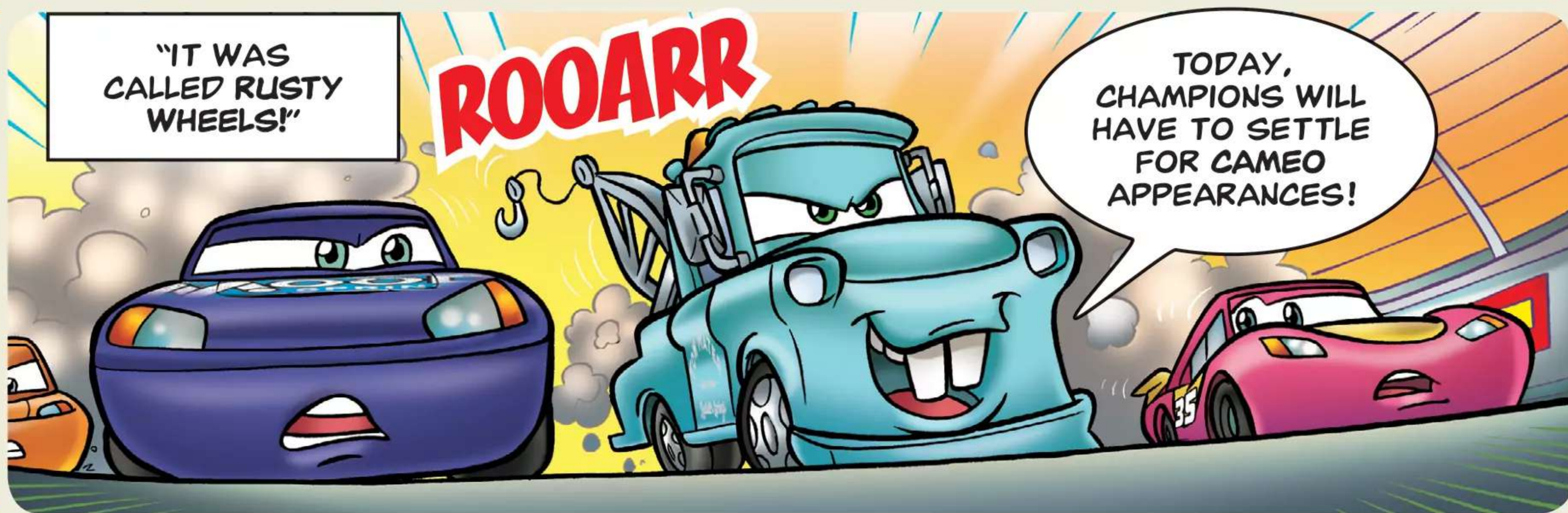
VRROOOMM



"IT WAS CALLED RUSTY WHEELS!"

ROOARR

TODAY, CHAMPIONS WILL HAVE TO SETTLE FOR CAMEO APPEARANCES!



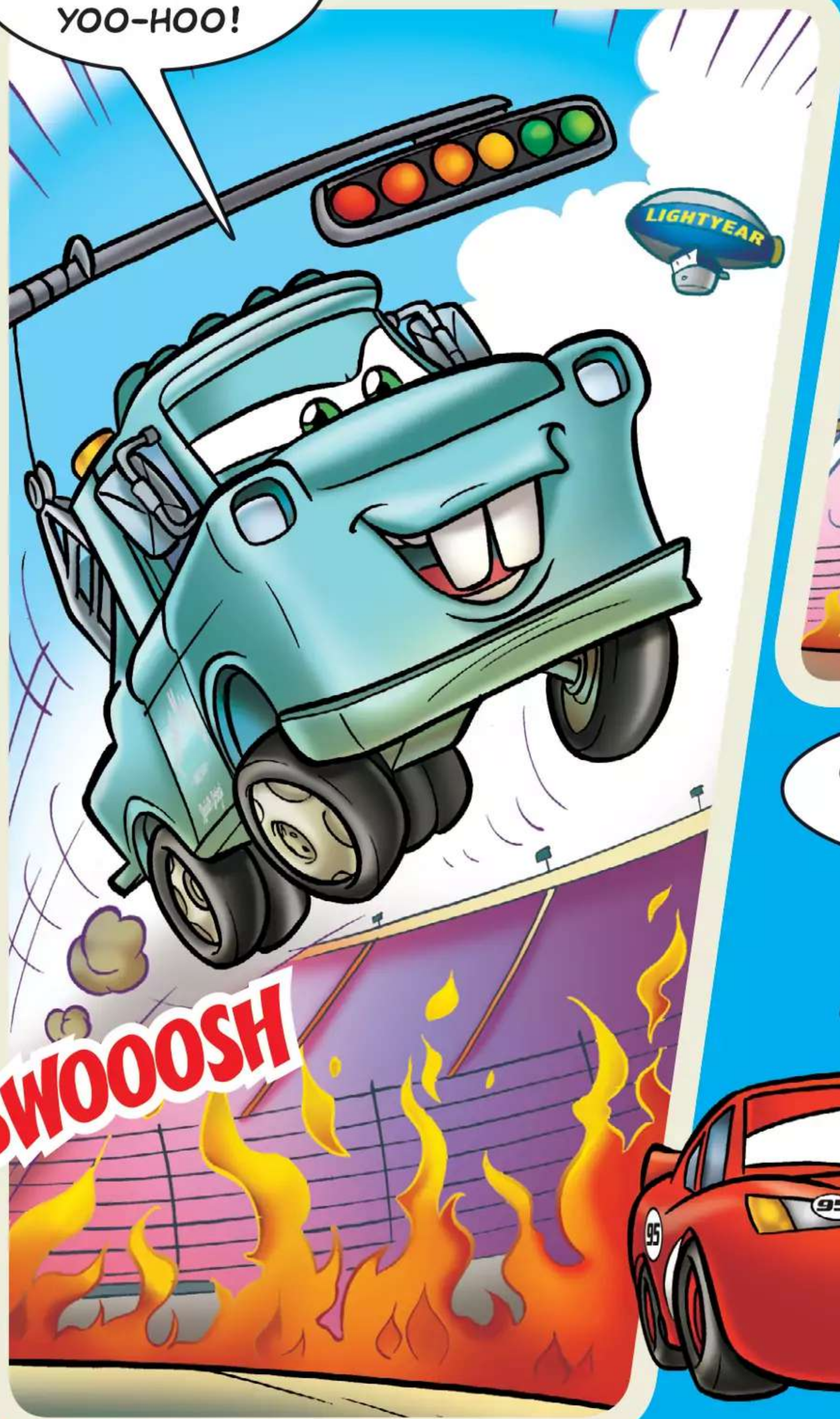
YOU'LL NEVER MAKE IT TO THE FINISH LINE, SPEEDY MATER!

IF TURBO JACK THINKS HE CAN STOP ME WITH HIS LITTLE TRICKS...

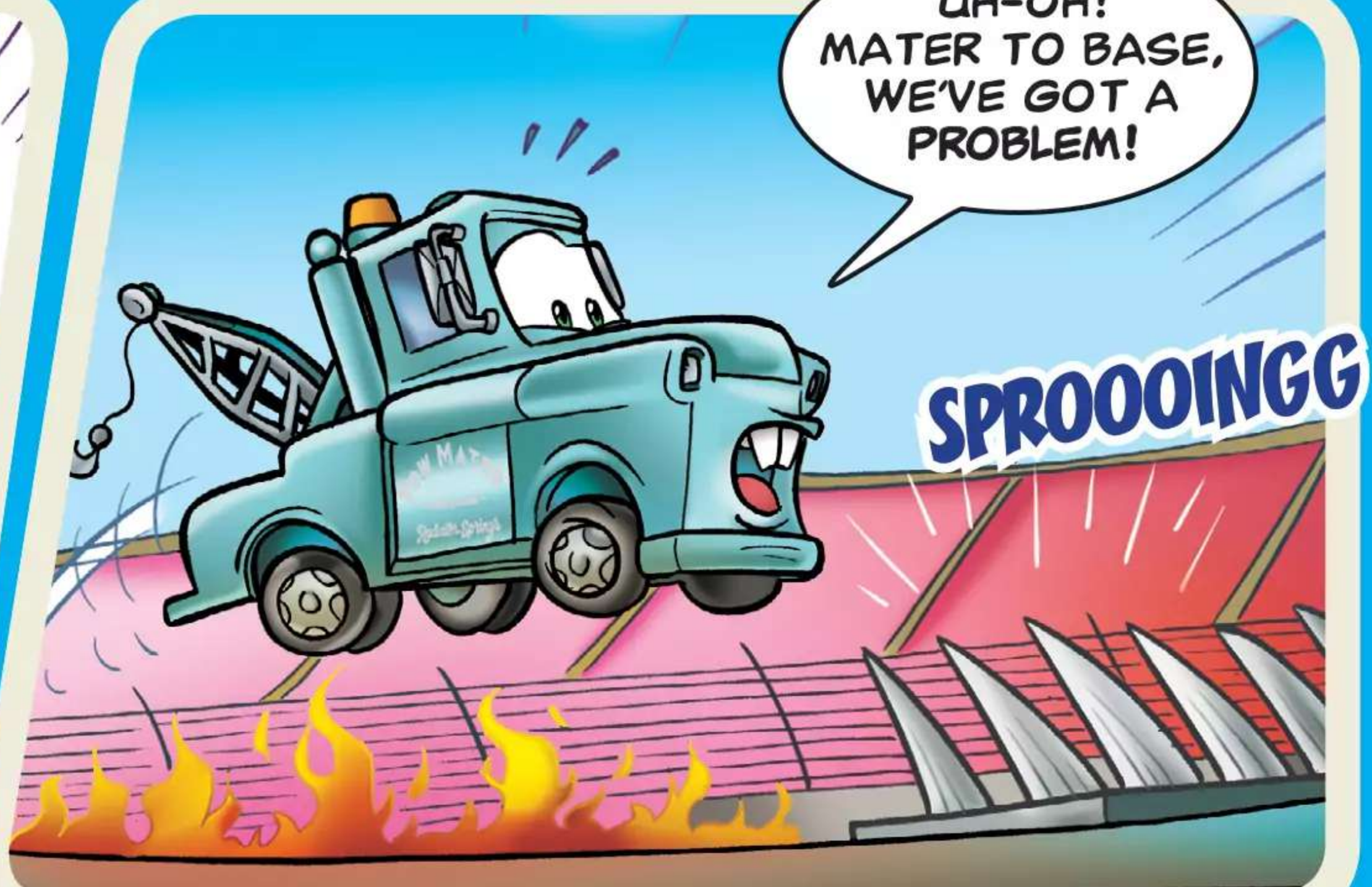
PHOOM



...HE'S GOT
ANOTHER
THING COMIN'!
YOO-HOO!

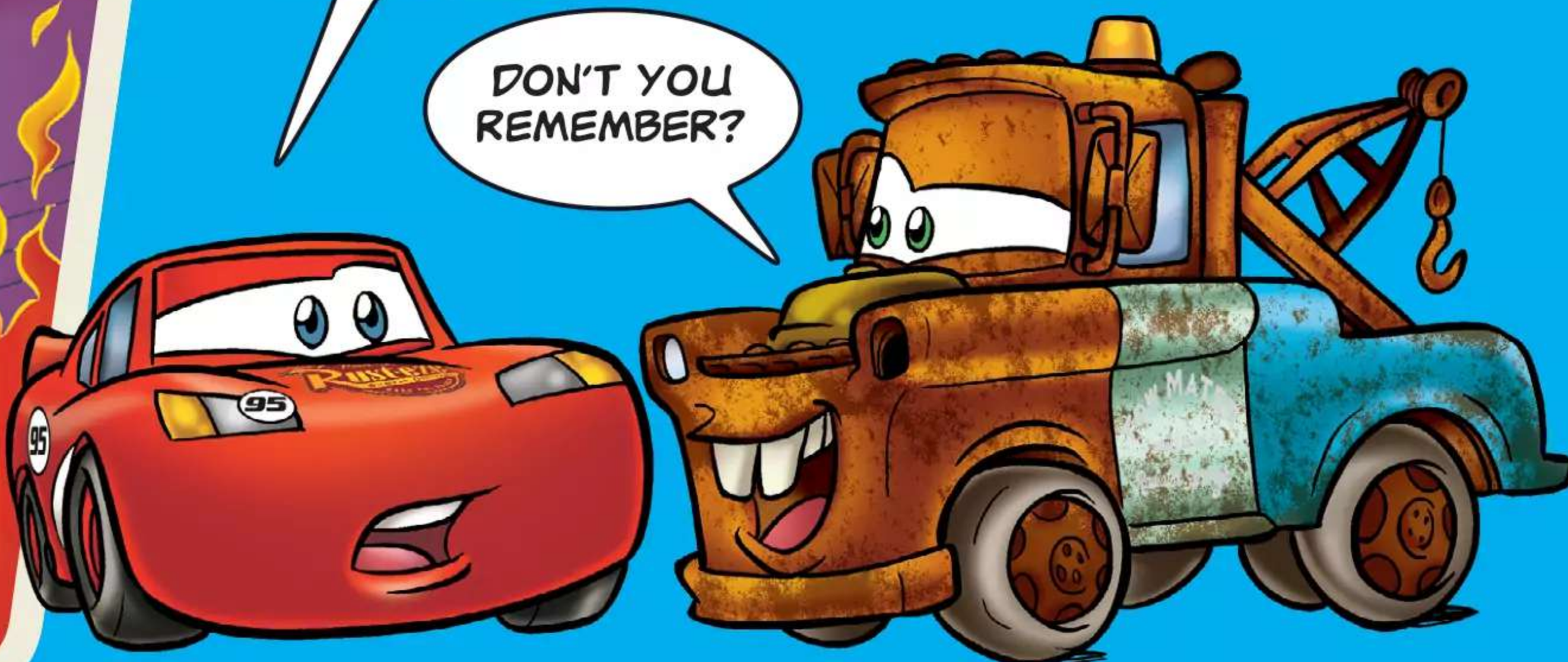


UH-OH!
MATER TO BASE,
WE'VE GOT A
PROBLEM!



GEE! HOW'D YOU GET
OUT OF THAT ONE?

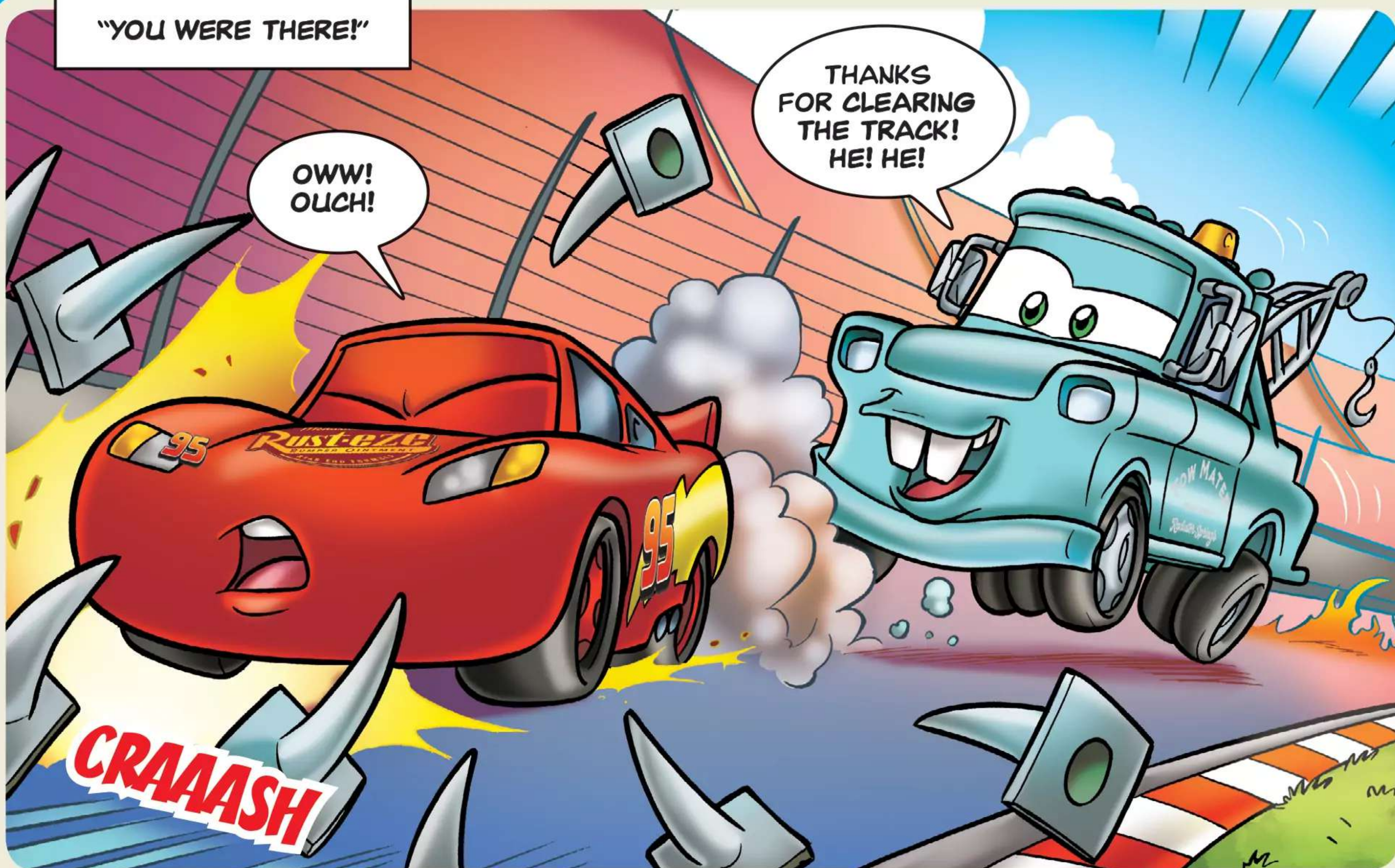
DON'T YOU
REMEMBER?

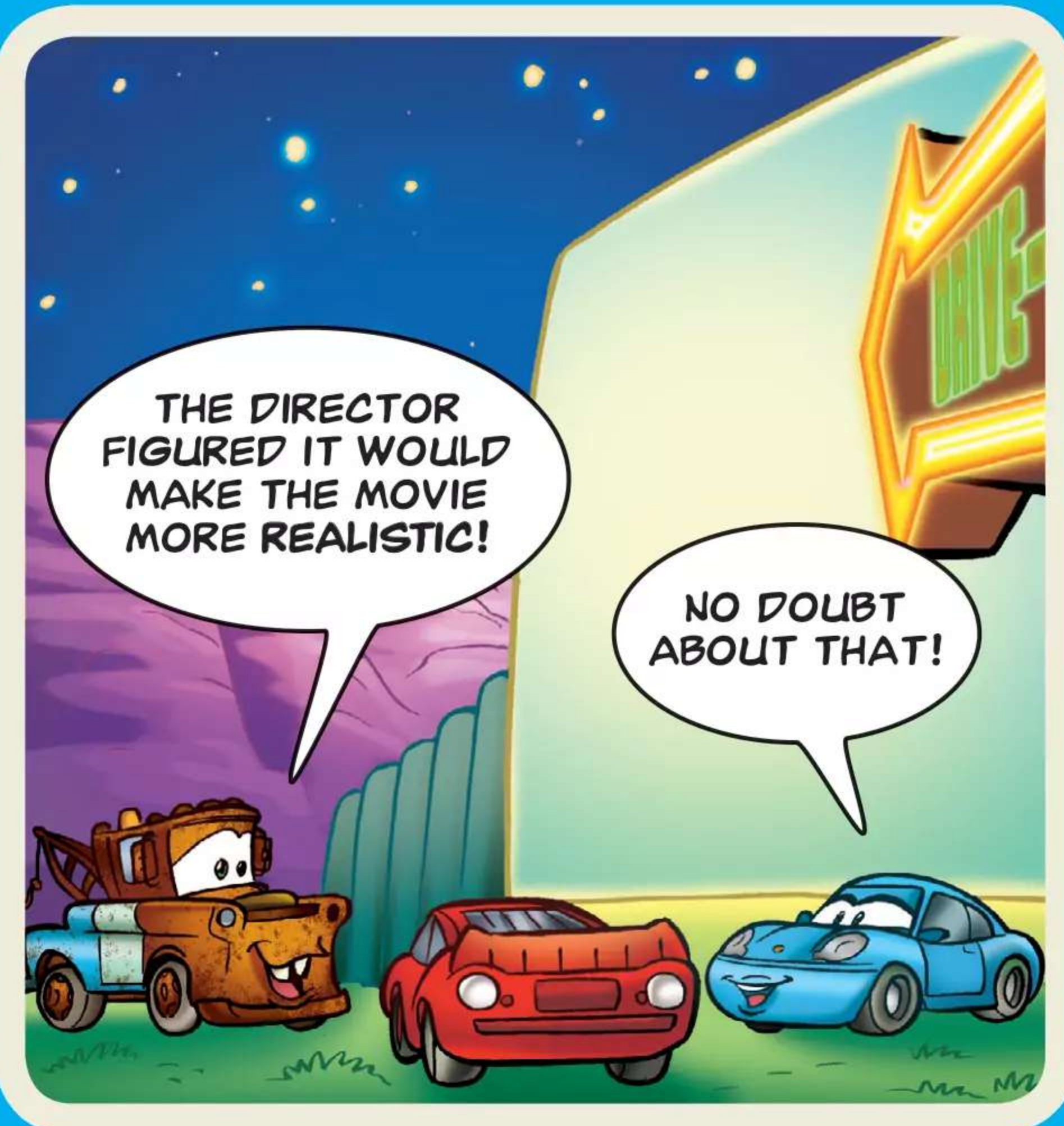


"YOU WERE THERE!"

OWW!
OUCH!

THANKS
FOR CLEARING
THE TRACK!
HE! HE!







MIRROR GAMES

ALWAYS KEEP AN EYE ON YOUR REAR-VIEW MIRROR
BECAUSE LOOKING AT WHAT'S BEHIND YOU IS ALWAYS
A WINNING STRATEGY!

SOLUTIONS ON PAGE 33

1

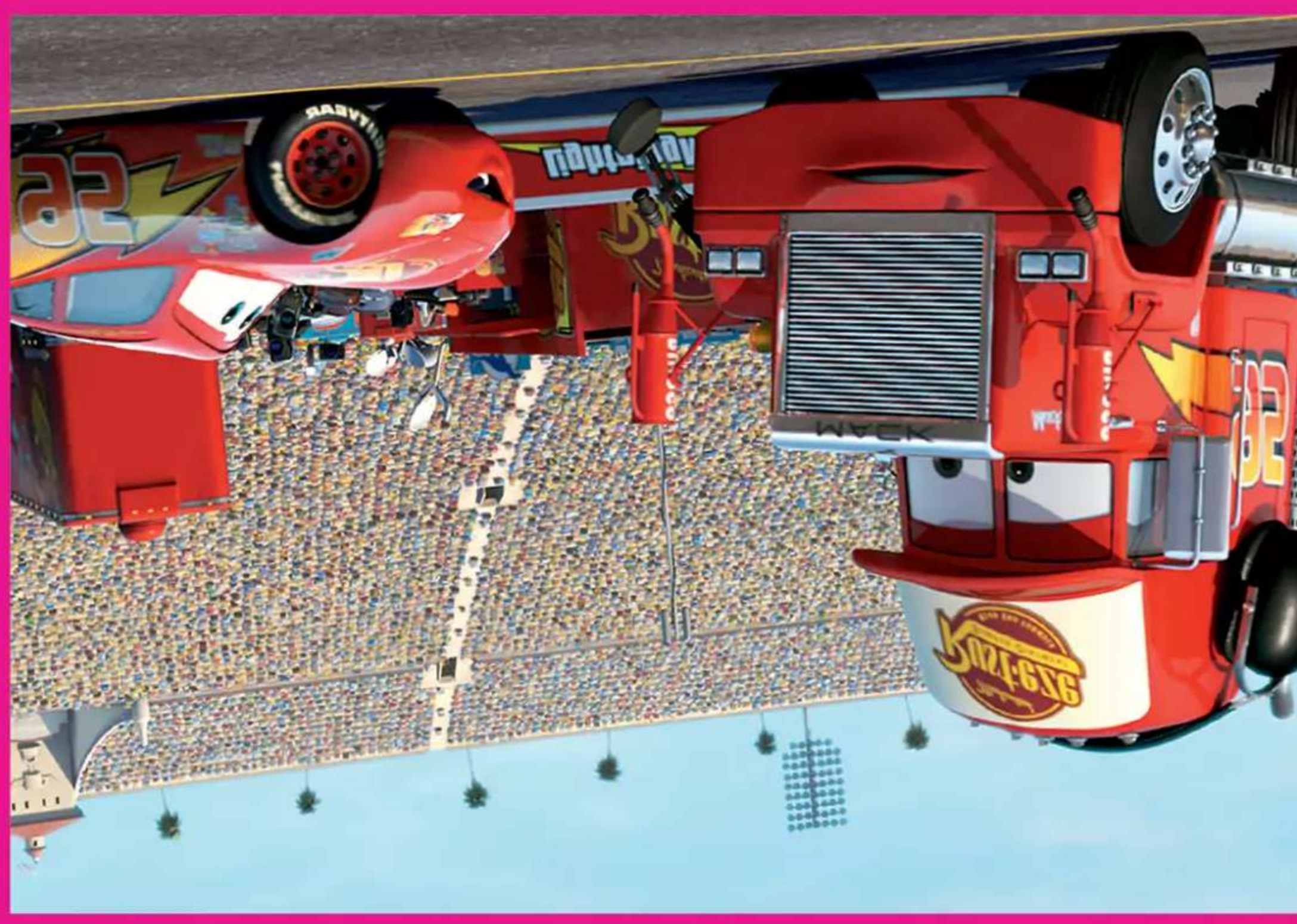
TRIPLE REFLEXION

THE PICTURE IN THE MIDDLE
IS REFLECTED IN ALL THREE MIRRORS
- ON TOP, ON THE LEFT AND BELOW. IN
EACH REFLECTED PICTURE THERE ARE
TWO DETAILS MISSING.
CAN YOU SPOT THEM?



TIP

ROTATE
THIS PAGE TO
HAVE A BETTER
VIEW OF THE
MIRRORED
PICTURES!



2

OVERTAKING

LOOK AT THE PICTURES
REFLECTED IN THE FIVE
REAR-VIEW MIRRORS
ON THIS PAGE AND TRY
TO ARRANGE THE
OVERTAKING SEQUENCE.

**A****B****C****FIRST****D****E**



GAMES 3

PLAY WITH DOC

WITH A CHAMPION LIKE DOC HUDSON, EVERY GAME IS AT A TOP LEVEL. HAVE FUN, CHAMPS!

SOLUTIONS ON PAGE 33

GAME

1

HIGH SPEED

DOC IS IN GREAT SHAPE AND IS MAKING HIS OPPONENTS BITE THE DUST. **THERE ARE FOUR CARS HIDDEN** IN HIS TRAIL. LOOK AT THE EIGHT ABOVE, **GUESS WHICH ONES** THEY ARE AND MARK THEM.



GAME

2

PRECISION SURGERY

TO PLAY, CUT OUT THE SHAPES ON PAGE 32 FIRST!

DOC





RAMONE



GUIDO



MATER



SALLY



RED



LIGHTNING



SHERIFF



LUIGI

THIS IS A PRECISION SURGERY GAME BETWEEN DOC AND MATER. YOU CAN PLAY ALONE OR WITH AN OPPONENT. IF YOU PLAY ALONE, YOU NEED TO PUT ALL THE PIECES IN THE RIGHT GAPS IN THE LEAST AMOUNT OF TIME POSSIBLE. **IF YOU PLAY WITH AN OPPONENT, FIRST SEPARATE DOC'S BLUE SHAPES FROM MATER'S GREEN SHAPES.** EACH PLAYER CHOOSES A FRAME. THE WINNER IS THE FIRST ONE TO FILL IN ALL THE GAPS CORRECTLY!

MATER

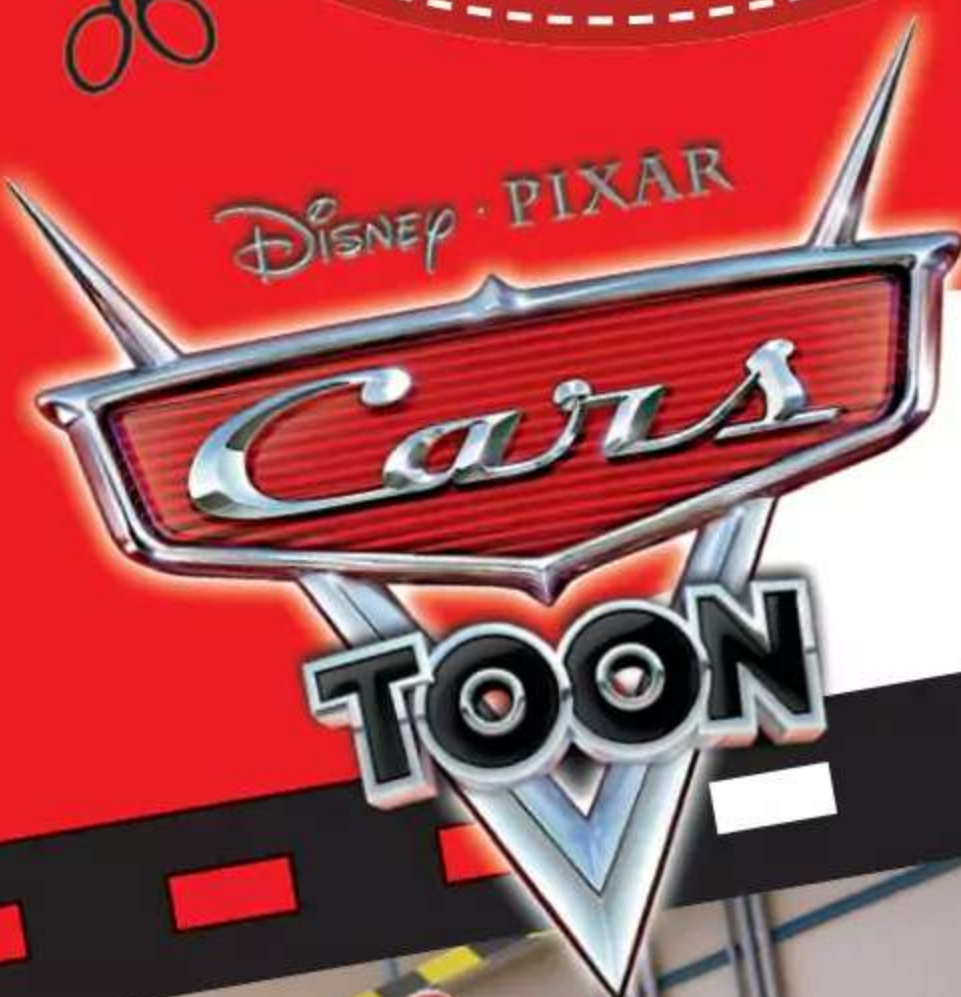
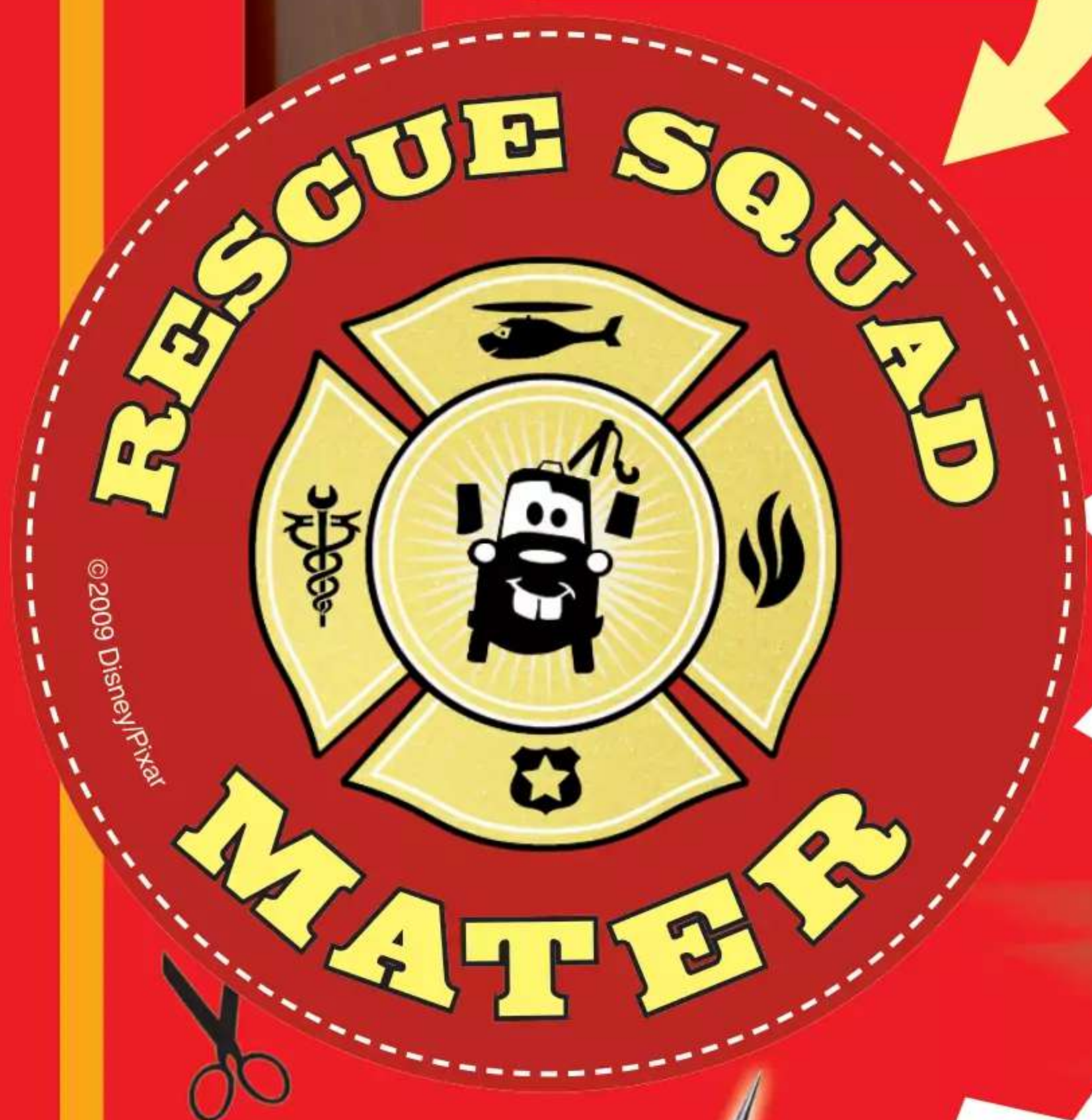


RESCUE SQUAD MATER

"I USED TO BE A FIRE TRUCK," CLAIMS MATER AS HE STARTS TELLING LIGHTNING HIS TALL TALE...

DON'T PLAY WITH FIRE GUYS!

CUT OUT AND PASTE ON CARDBOARD YOUR RESCUE SQUAD BADGE.



1 OH NO! CITIZENS ARE IN A PANIC OVER A GROWING BLAZE AT THE OLD GASOLINE AND MATCH FACTORY.



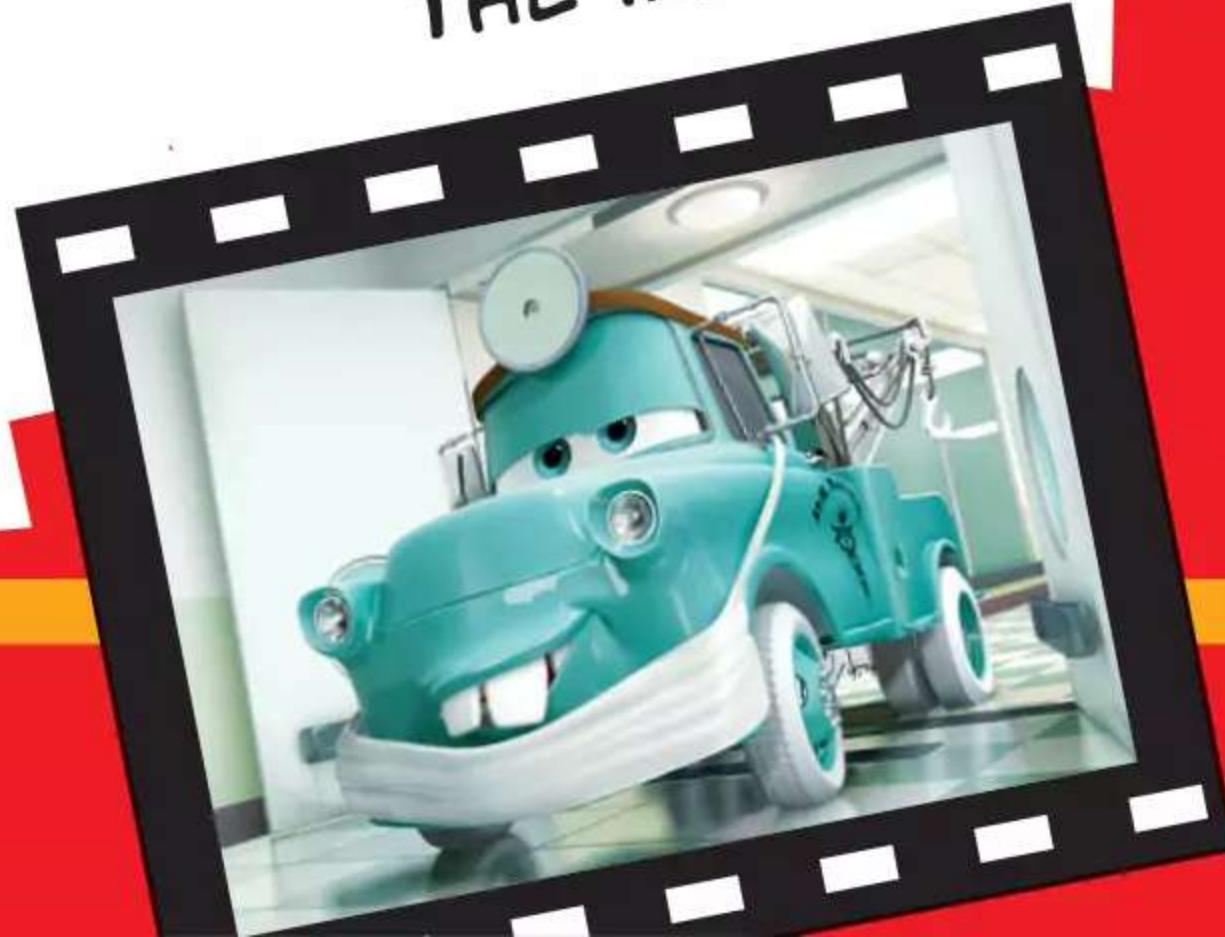
2 OH NO! THANK GOODNESS RESCUE SQUAD MATER IS READY TO SAVE THE DAY!



3 THOSE DALMATIANS LOOK FAMILIAR - IT'S MIA AND TIA, THE RACING FANS, NOW BIG MATER'S SUPPORTES!
5 IT'S GOING TO BE OK, THOUGH, AS LIGHTNING IS WHISKED TO THE HOSPITAL AND MEETS - YOU GUESSED IT - DOCTOR MATER!

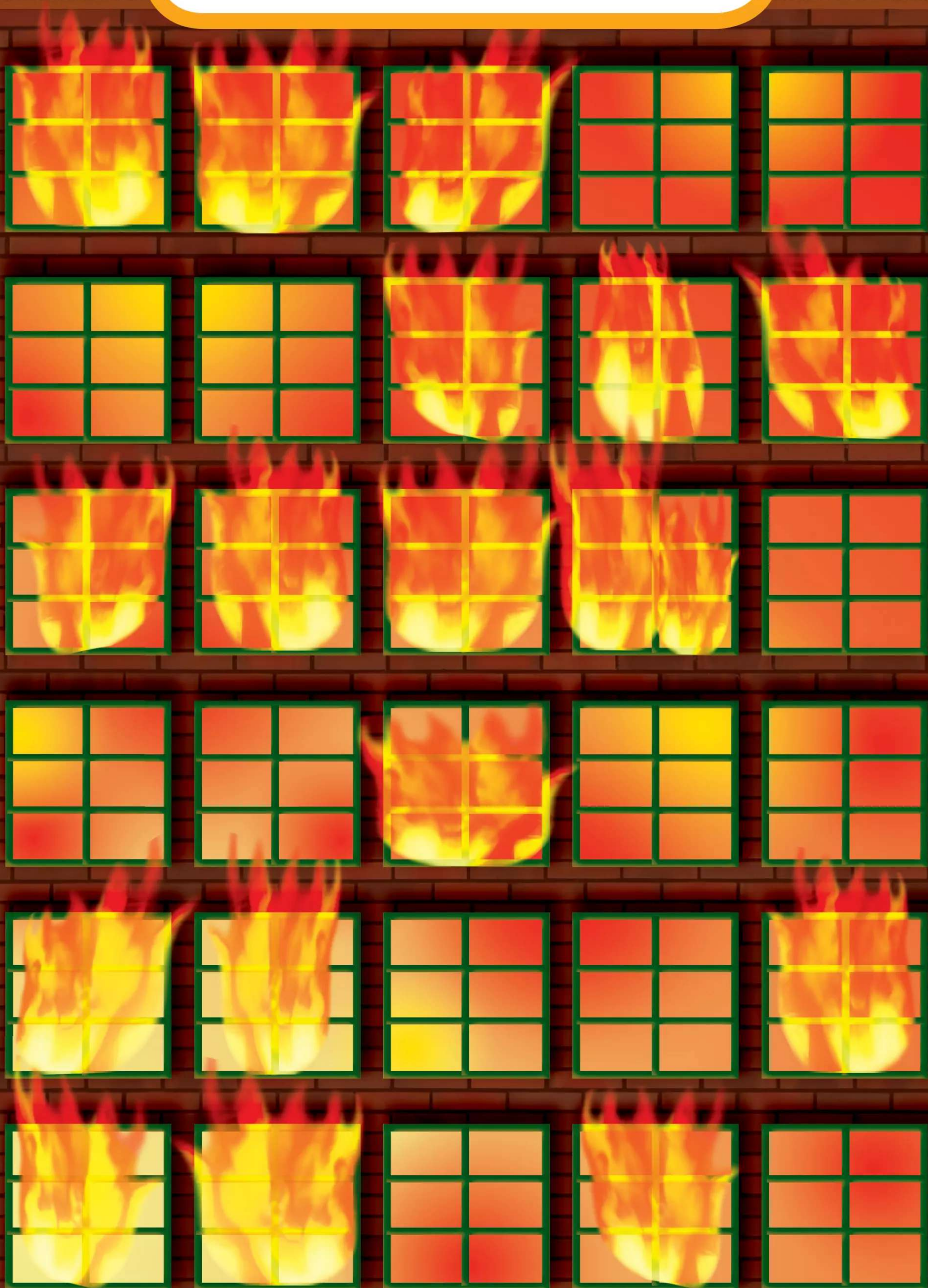


4 NOT ONLY WAS MATER THERE, BUT LIGHTNING TOO... CRYING FOR HELP FROM THE THIRD FLOOR OF THE INFERNO.



RESCUE MEMORY

FIND THE INSTRUCTIONS ON PAGE 34
AND THE 30 TOKENS TO PLAY THIS GAME ON PAGE 35.





RESCUE SQUAD

PIXAR

WORLD OF

cars



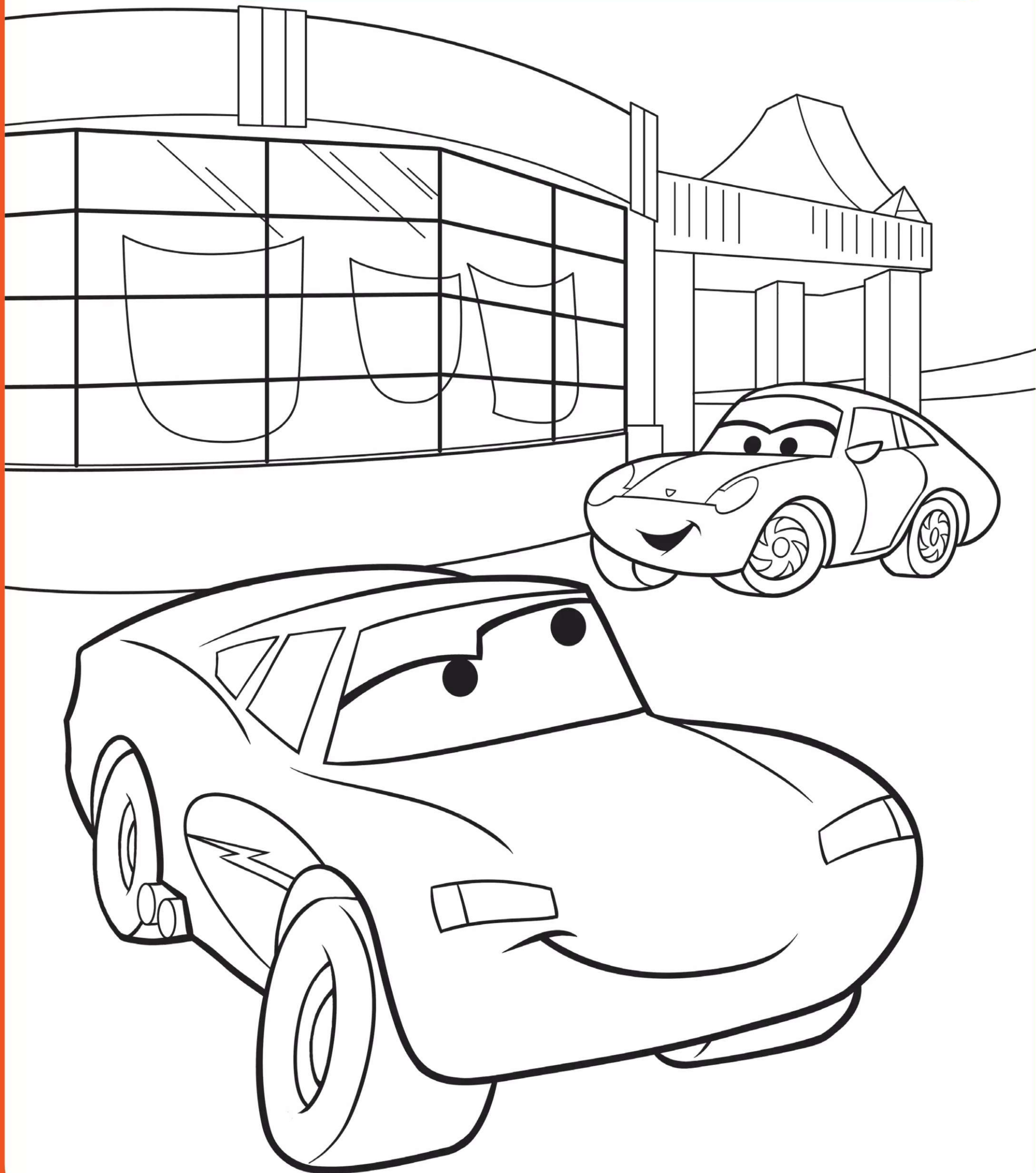
AD

MATER

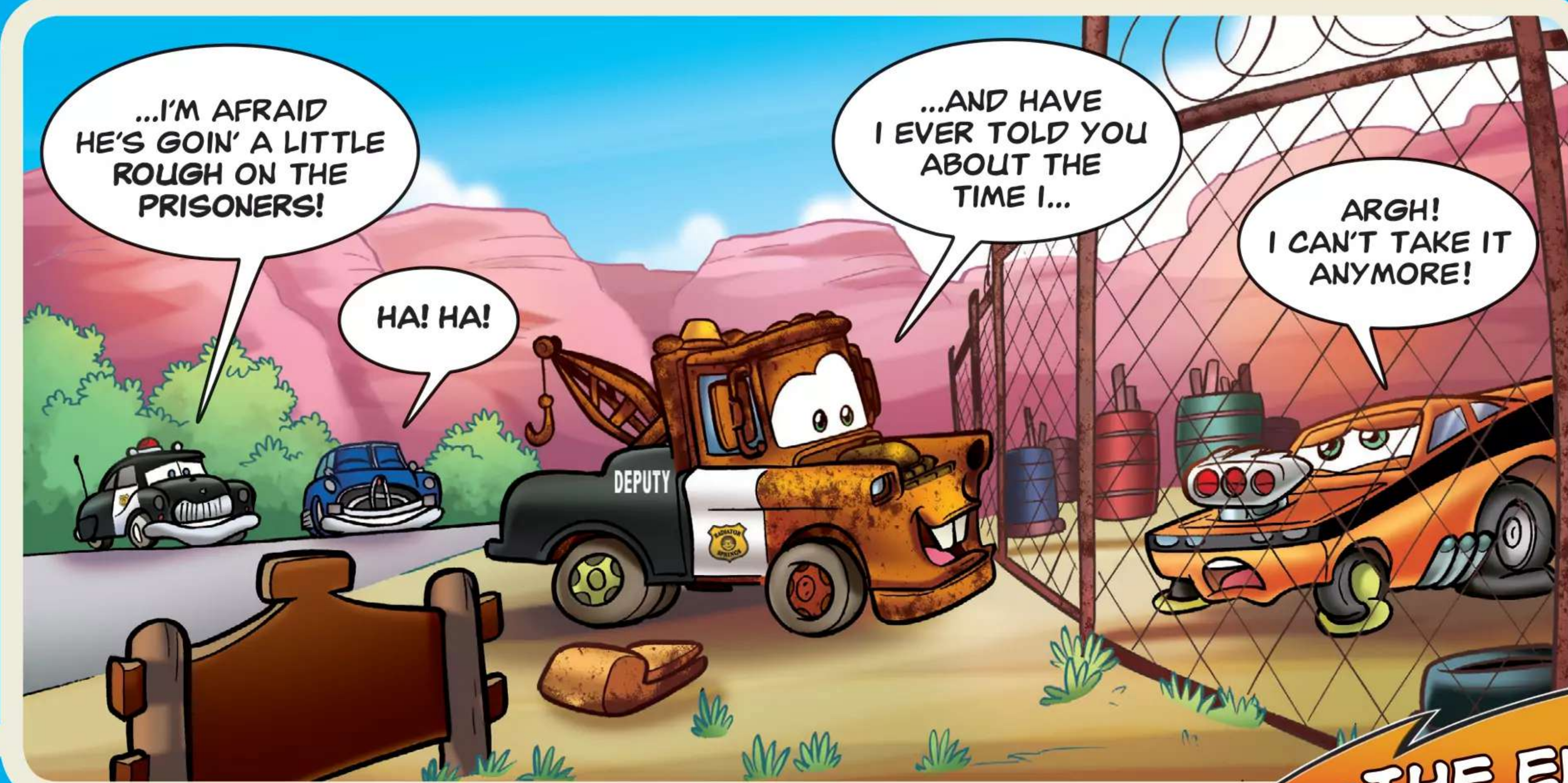


A NEW PAINT JOB

LIGHTNING WANTS TO LOOK VERY ELEGANT
WHEN HE TAKES A DRIVE WITH SALLY!
HELP HIM WITH HIS PAINT JOB!



DOIN' HARD TIME



THE END

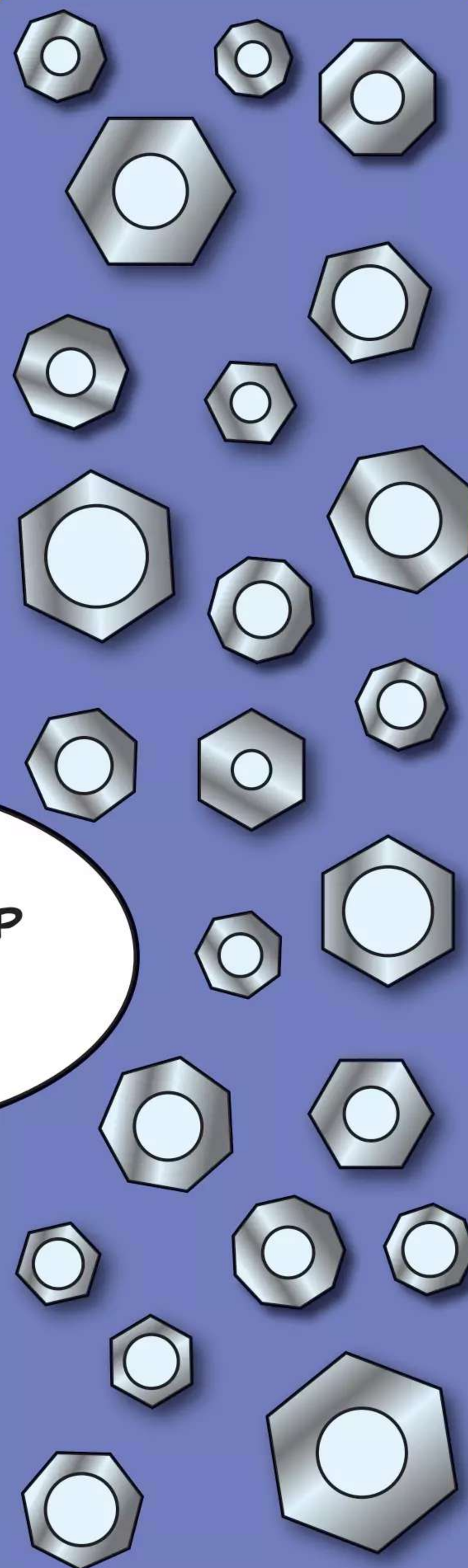
GUIDO'S GAMES

GUIDO IS A SMART GUY OF FEW WORDS
AND ABSOLUTELY RELIABLE WHEN YOU NEED HIM... ARE YOU?

SOLUTION ON PAGE 33

1

FIND THE RIGHT NUT!
LOOK CAREFULLY AT THE
SHAPE AND SIZE OF THE
MISSING NUT IN THIS WHEEL
AND FIND THE RIGHT ONE
CHOOSING IT FROM THE ONES
HERE ON THE SIDE

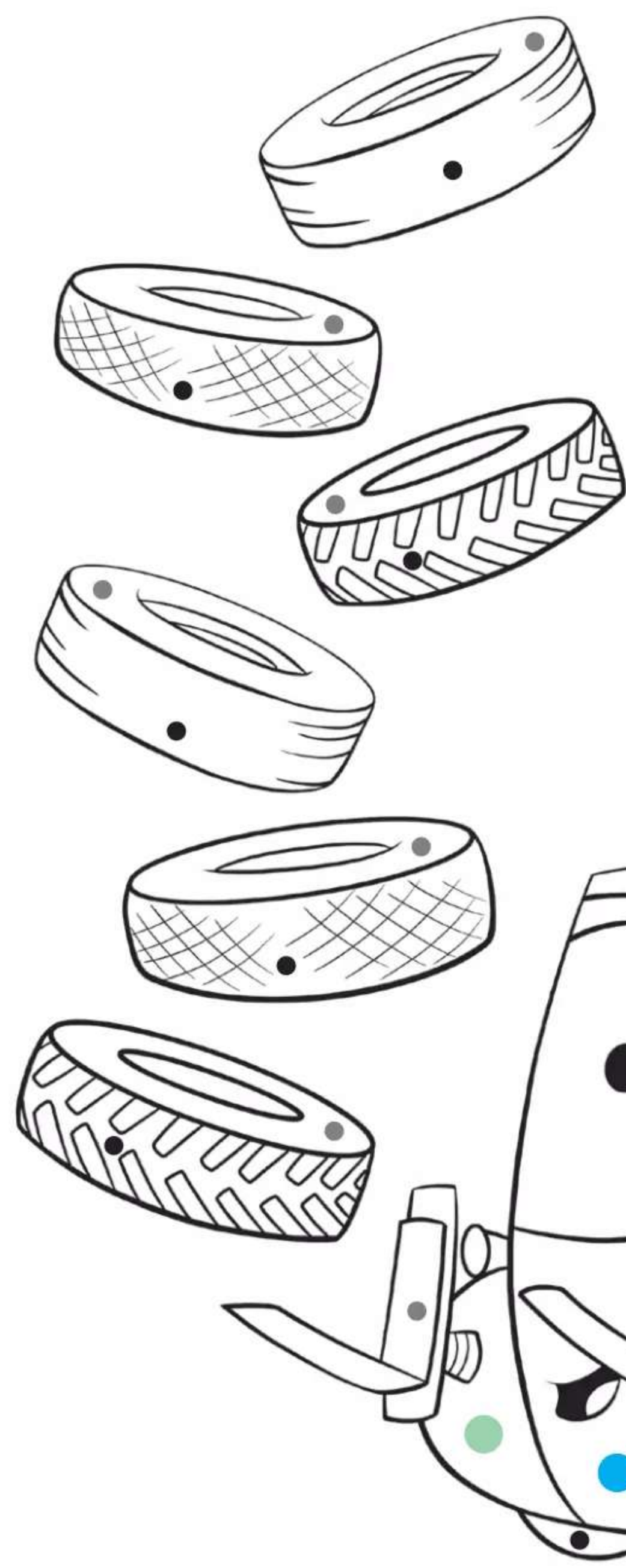


HMM... CAN
ANYBODY HELP
ME FIND THE
RIGHT NUT?

3

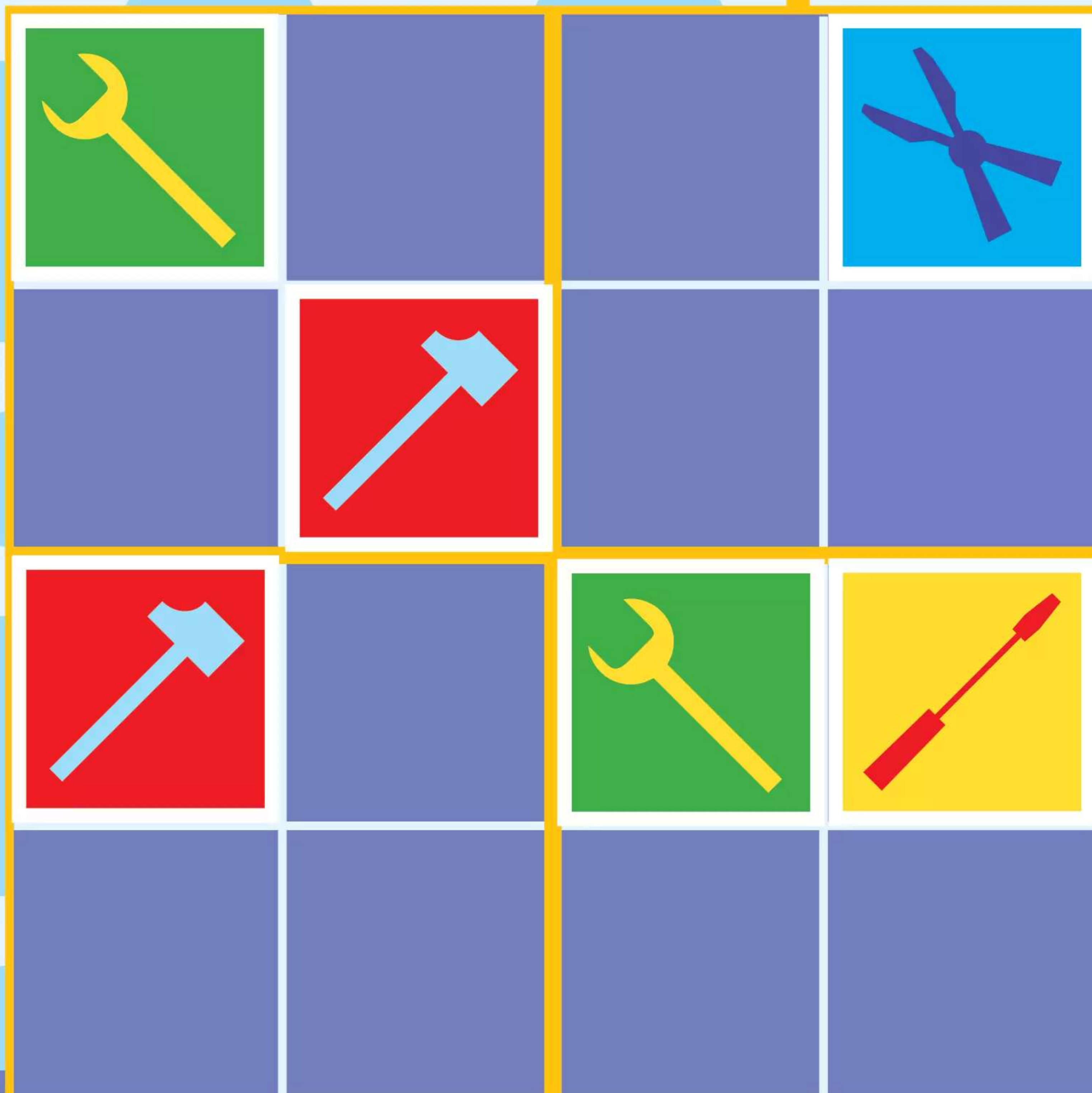
WHAT'S WRONG?
COLOR THE PICTURE
AND THE TIRES
BY USING THE COLOR
IN THE DOTS AND FIND
THE MISSING DETAIL

2



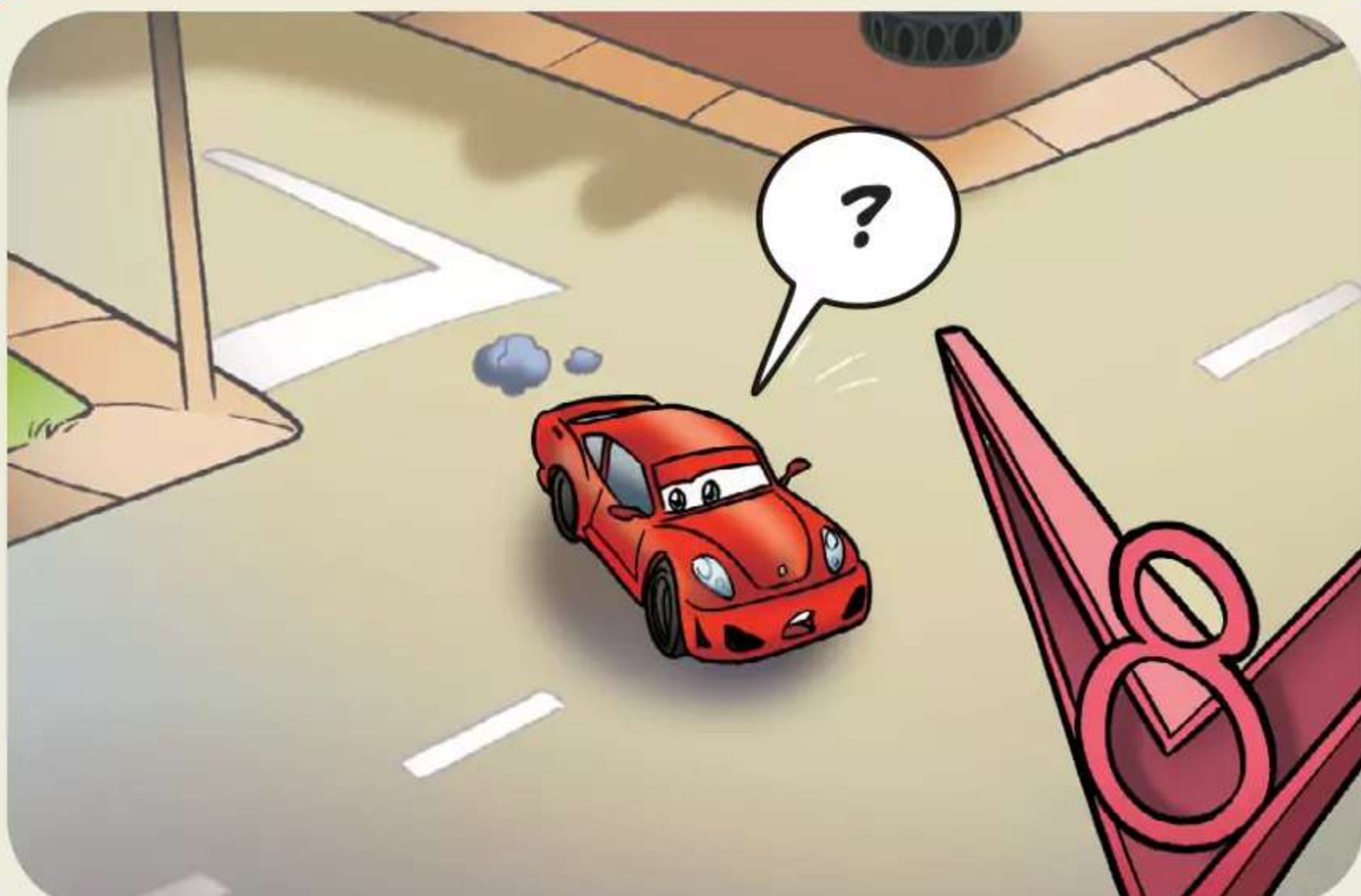
SUDOKU PUZZLE!
EVERY ROW, COLUMN
AND MINI-GRID MUST
CONTAIN ALL
4 TOOLS:
A HAMMER,
A SPANNER,
A SCREWDRIVER,
AND PINCERS

TIP: CUT OUT
THE TOKENS
ON PAGE 35
AND USE THEM
TO PLAY THIS
SUDOKU PUZZLE

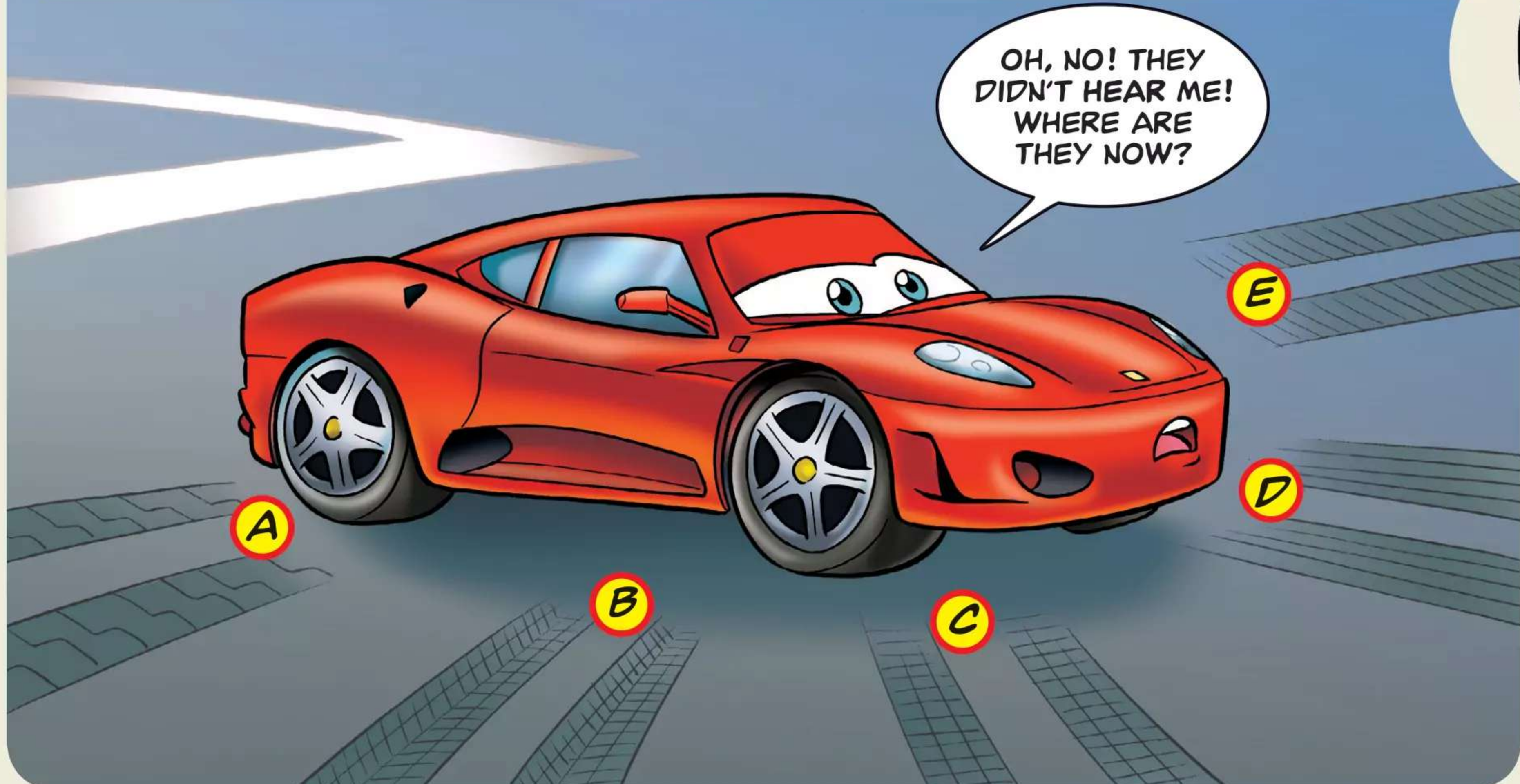




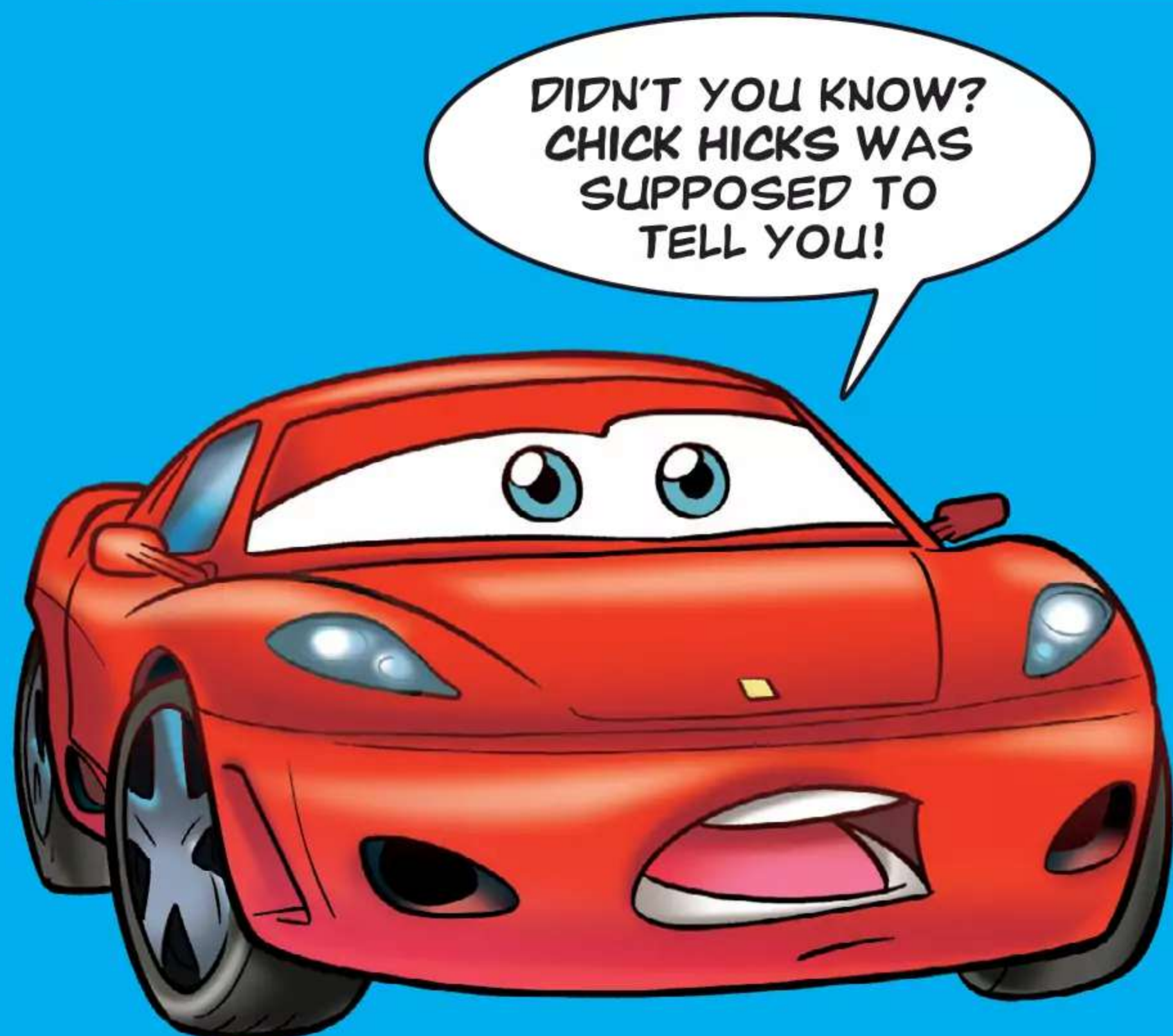
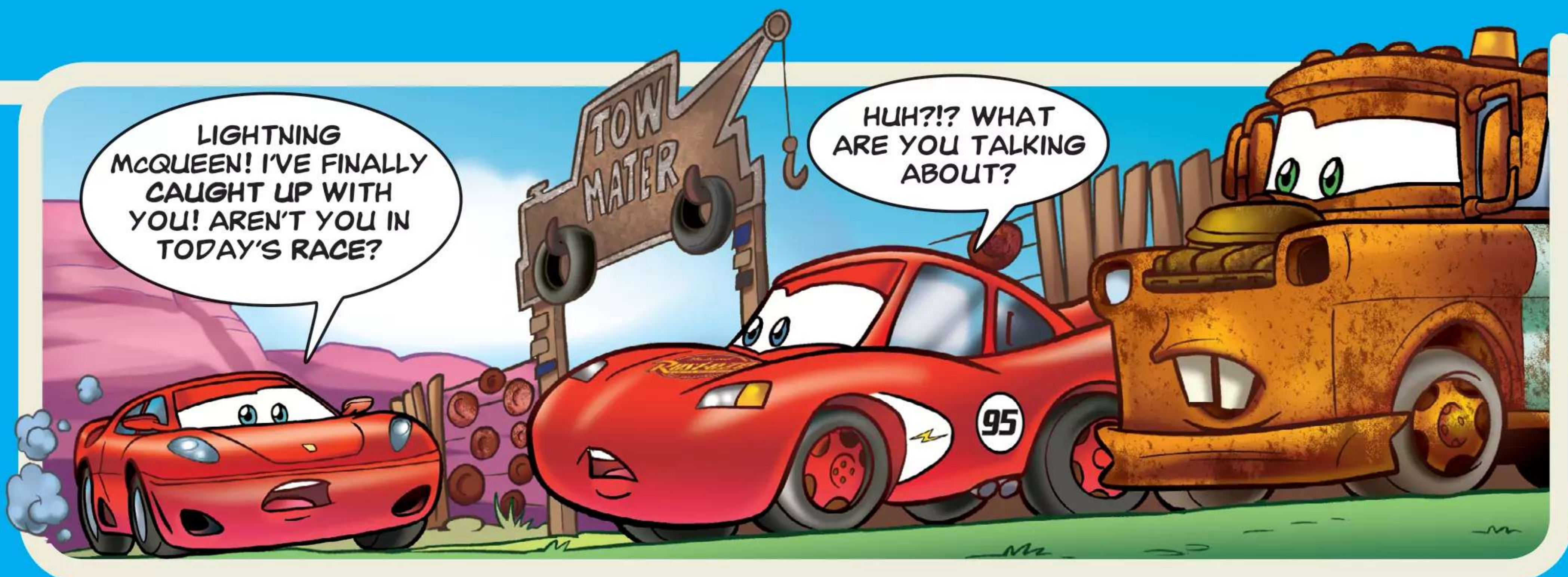
RACE AGAINST TIME



POOR F 430, HE GOT LOST! LUCKILY, LIGHTNING HAS LEFT TIRE TRACKS ON THE ROAD. COMPARE LIGHTNING'S TIRE DETAIL WITH THE TRACKS SHOWN BELOW, IN ORDER TO HELP F 430 FIGURE OUT WHICH WAY OUR TWO FRIENDS HAVE GONE!



LIGHTNING'S TIRE TRACKS ARE THOSE ON B.



LIGHTNING NEEDS A FULL TANK TO MAKE IT ACROSS THE DESERT! HELP HIM FIND THE FIVE GREEN HIDDEN FUEL CANS!



...BUT WATCH OUT,
YOU DON'T WANT
TO WIND UP STUCK
IN A GULLY!



HELP LIGHTNING MAKE IT TO THE RACE ON TIME! CUT OUT AND ASSEMBLE THE TOKEN AND THE DICE ON PAGE 32, ROLL THE DICE AND MOVE THE NUMBER OF SPACES SHOWN ON EACH TOSS, FOR A MAXIMUM OF 12 TOSSES TO REACH THE RACETRACK. IF YOU LAND ON A GULLY SPACE, GO BACKWARD OF ONE SPACE AND ROLL THE DICE AGAIN. GO BACK TO GO IF YOU HAVEN'T REACHED THE RACETRACK WITHIN 12 TOSSES! GOOD LUCK!



THE RACE HAS BEGUN! FOLLOW THE ANNOUNCER'S BROADCAST TO TRACE LIGHTNING'S PATH WITH A PENCIL, AS HE MOVES ALL THE WAY TO THE HEAD OF THE PACK!



LIGHTNING McQUEEN
CRUISES TO THE RIGHT OF CAR NUMBER
THIRTY-SEVEN! HE PASSES THE ORANGE CAR
ON THE LEFT! WITH A SPECTACULAR MANOEUVRE
HE SHOOTS BETWEEN THE PURPLE CAR AND NUMBER
EIGHTY-TWO! HE PASSES NUMBER FORTY-SIX AND
ZOOMS TO THE LEAD, LEAVING CHICK HICKS BEHIND!



THE END



GAMES 5

MEET MACK

MACK LOST HIS PRECIOUS SHIPMENT - LIGHTNING - WHO IS TRYING TO CATCH UP WITH HIM. WHO WILL GET TO THE FINISH LINE FIRST?



NEED A DICE?

YOU'LL FIND A DICE,
AND TWO TOKENS
TO CUT OUT
ON PAGE 32

SCORE
SCHEDULE

1 0 0

2 0 1

3 0 0

4 2 2

5 0 0

6 3 3

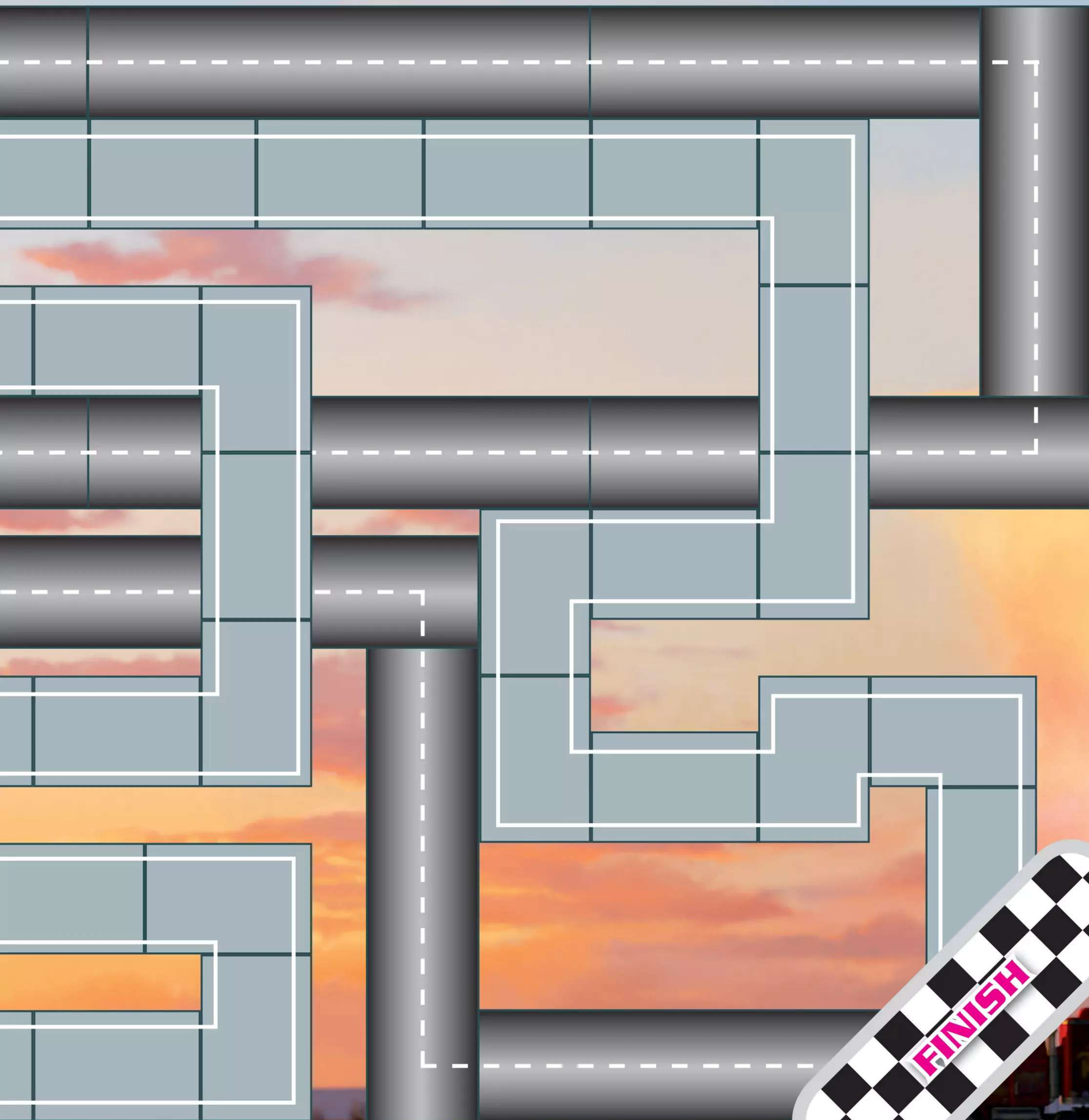
LIGHTNING

MACK

RULES

YOU CAN PLAY ALONE OR WITH A FRIEND. EVERY TIME YOU ROLL THE DICE **BOTH CARS MOVE** FORWARD ON THEIR SEPARATE TRAILS **FOLLOWING THE INDICATIONS IN THE SCORE SCHEDULE** (FOR EXAMPLE IF THE DICE SCORES 2, MACK WILL MOVE FORWARD ONE SQUARE AND LIGHTNING TWO SQUARES). IT DOESN'T MATTER IF THE TWO CARS LAND ON THE SAME SQUARE. **THE WINNER IS THE ONE WHO CROSSES THE FINISH LINE FIRST.**

IF BOTH CARS LAND ON THE FINISH LINE AT THE SAME TIME,
LIGHTNING CAUGHT UP WITH MACK AND YOU CAN START A NEW RACE!





CAR DETAILS

THIS PAGE SHOWS 10 RACE CARS
AND 10 DETAILS. CAN YOU MATCH THEM UP?
WRITE THE DETAIL NUMBER IN THE RIGHT CIRCLES!

SOLUTION ON PAGE 33



CAR #51



DET. 1



DET. 2



DET. 3



DET. 4



CAR #90



DET. 5



DET. 6



CAR #121



CAR #39



CAR #70



CAR #33



CAR #93



DET. 7



DET. 8



DET. 9



DET. 10



CAR #92



CAR #73



CAR #117



LOOK!

GAMES SOLUTIONS

PAGE 06:
GAME 1THE CORRECT
ANSWER IS:I'M IN THIS
LITTLE TOWN
CALLED
RADIATOR
SPRINGS!

PAGE 07: GAME 2

THE CORRECT ANSWER IS:



CARBURETOR COUNTY DESERT

PAGE 07: GAME 3

THE CORRECT
ANSWERS ARE:

D = 2

A = 6

E = 5

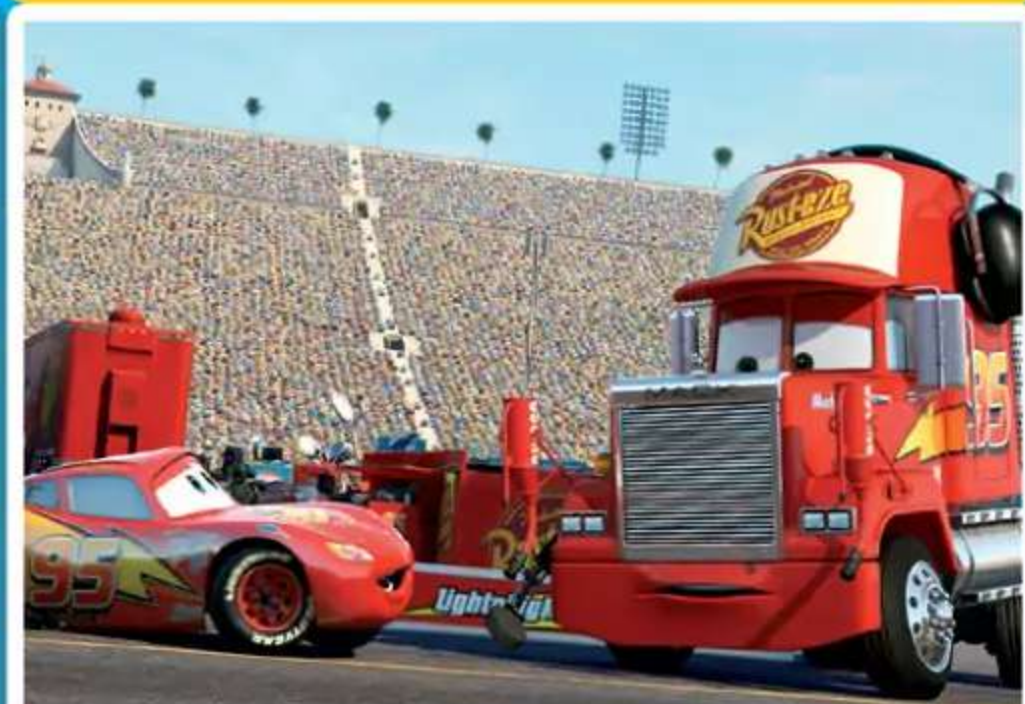
B = 4

F = 3

C = 1

G = 7

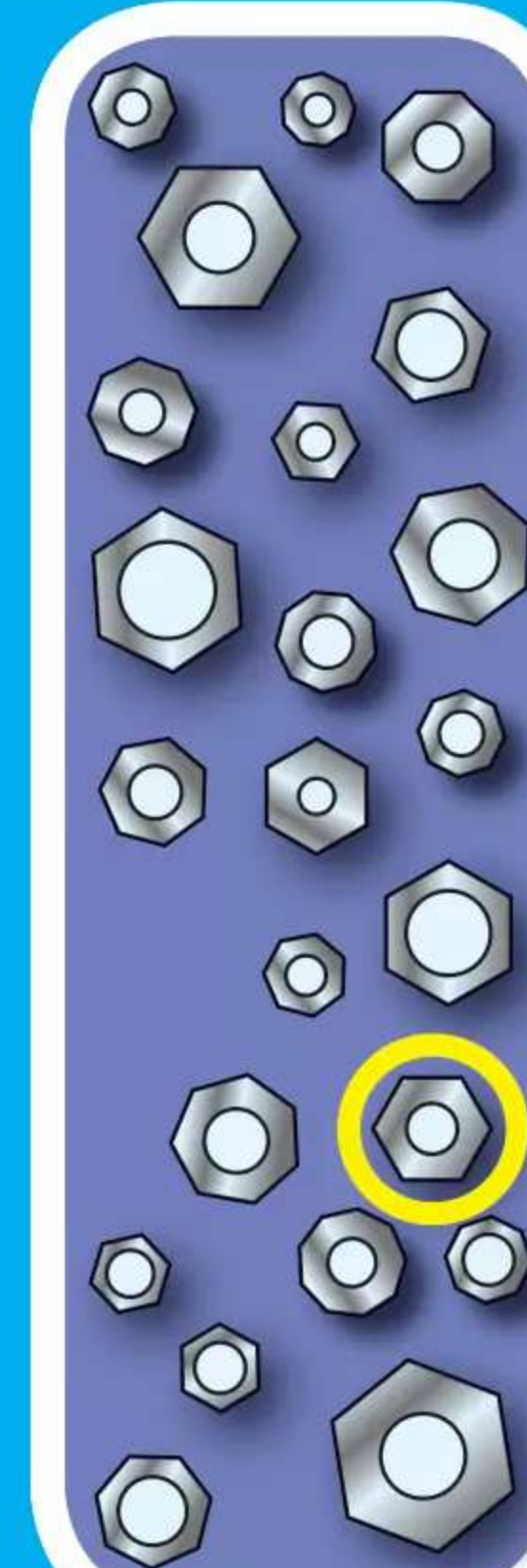
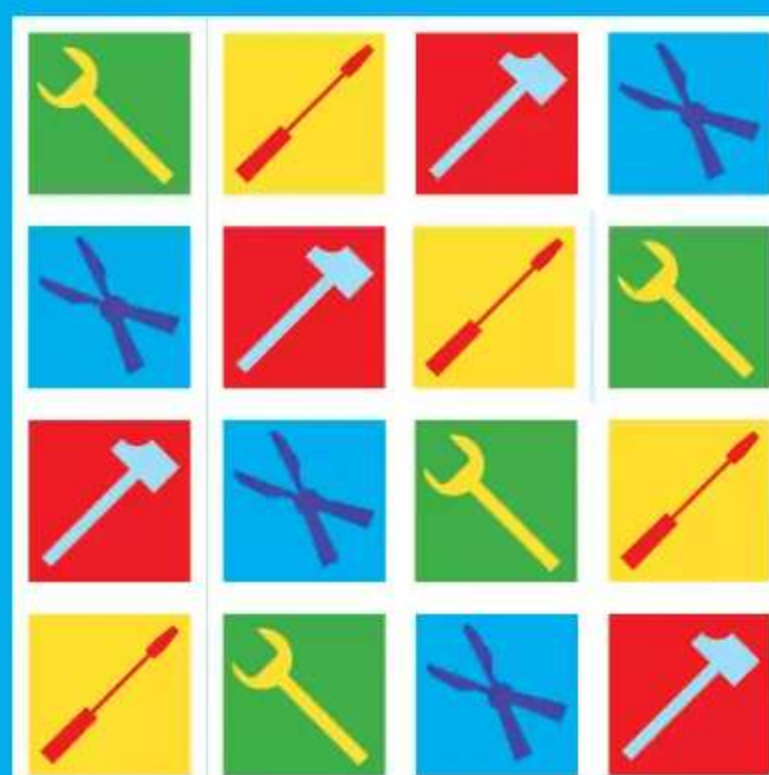
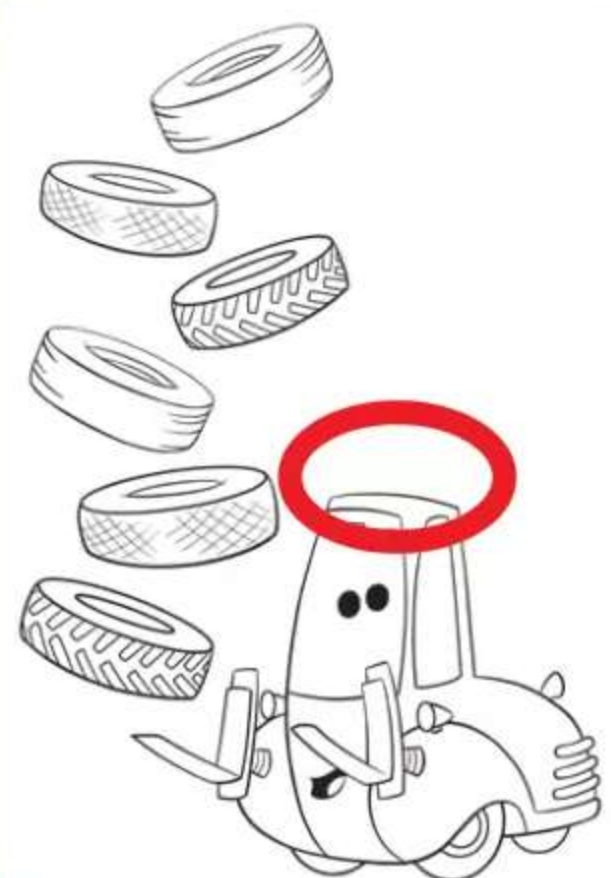
PAGE 12: GAME 1

THE CORRECT
ANSWERS ARE:

PAGE 13: GAME 2

THE CORRECT ANSWERS ARE:

D 1 B 2 A 3 E 4 C 5

PAGES 14-15:
GAME 1PAGE 22:
GAME 1THE CORRECT
ANSWERS ARE:IN THE
NEXT
ISSUEA BRAND NEW
FUN WITH
MATER!PAGE 23:
GAME 2PAGE 23:
GAME 3

PAGES 30-31: TEST

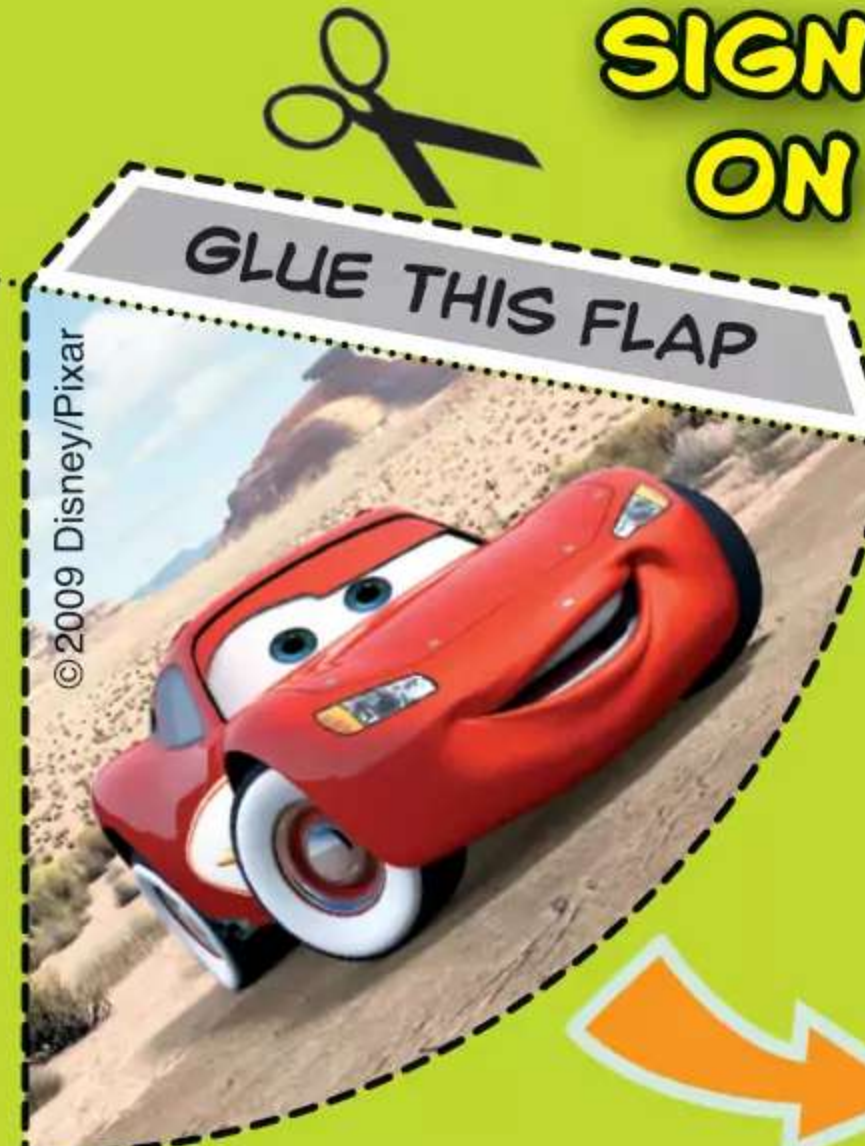
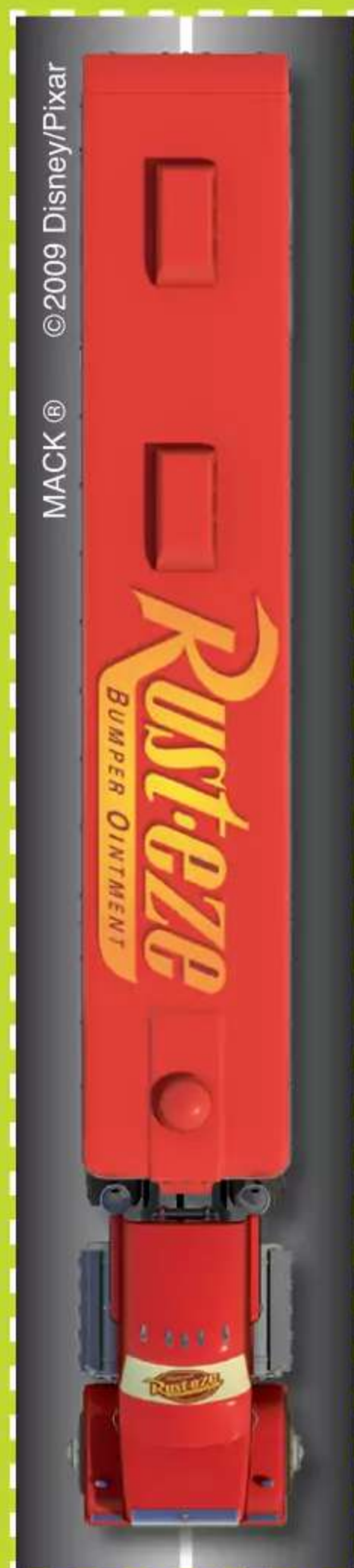
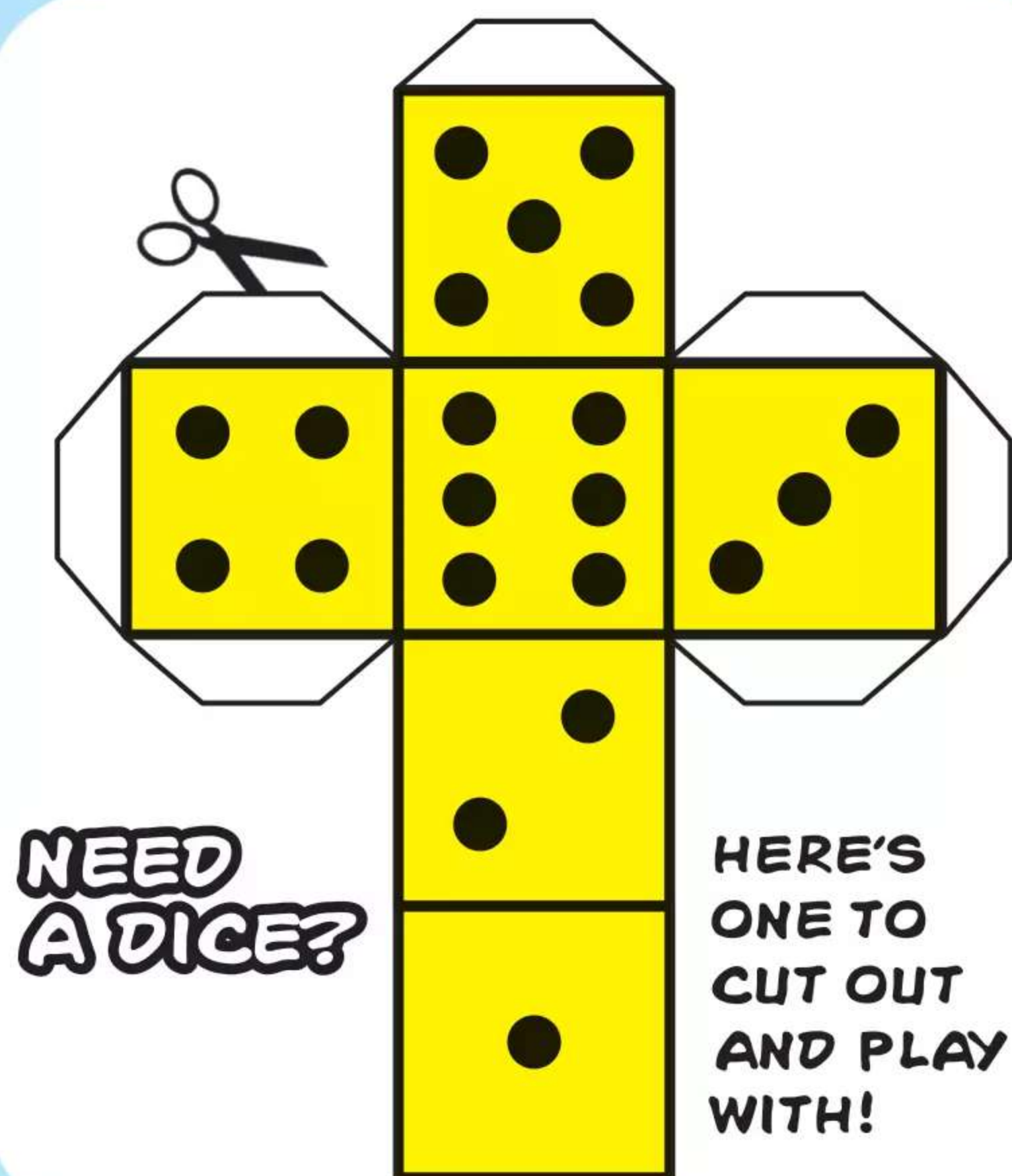
THE CORRECT
ANSWERS ARE:

DET. - CAR	DET. - CAR
1 = 93	6 = 90
2 = 39	7 = 117
3 = 92	8 = 121
4 = 70	9 = 51
5 = 73	10 = 33

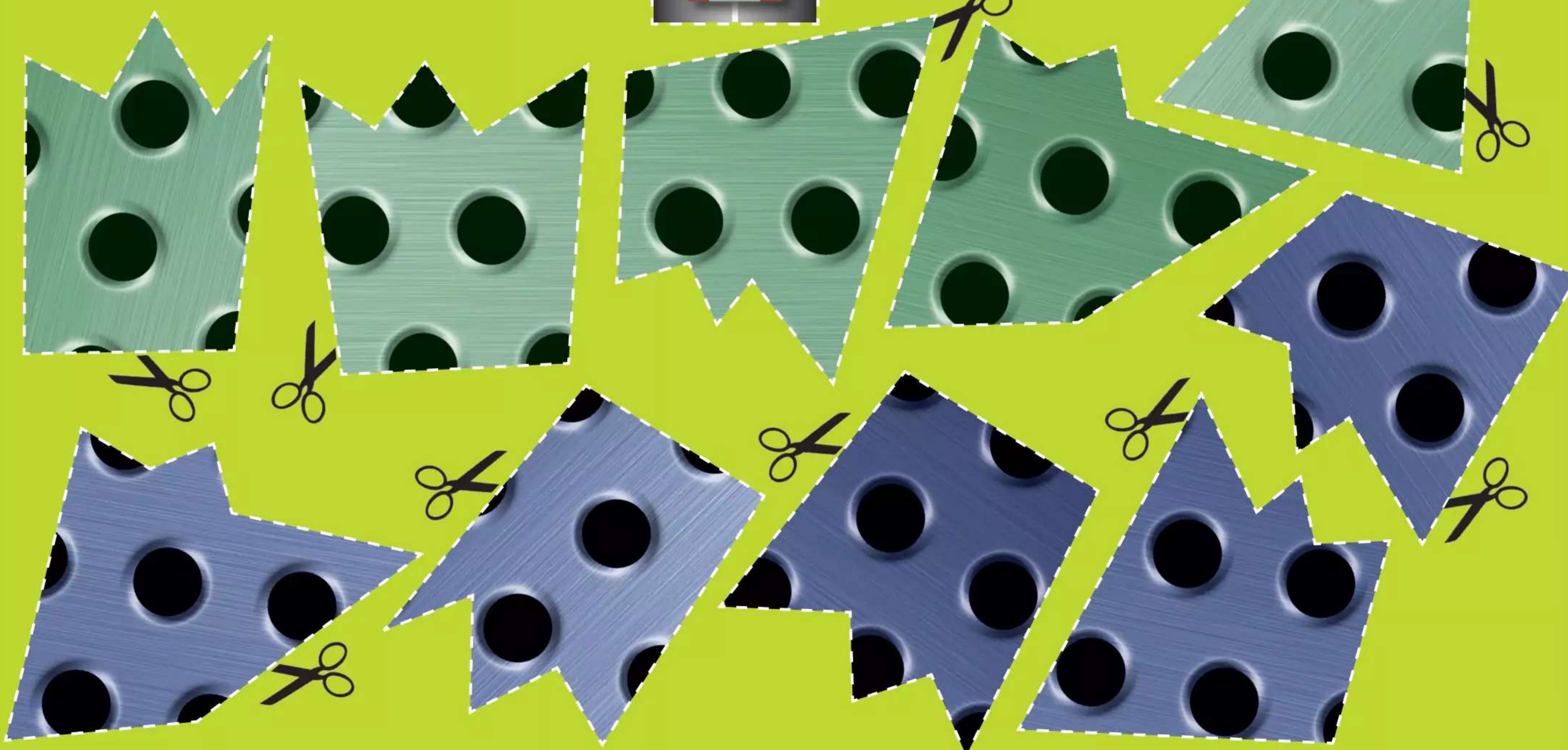
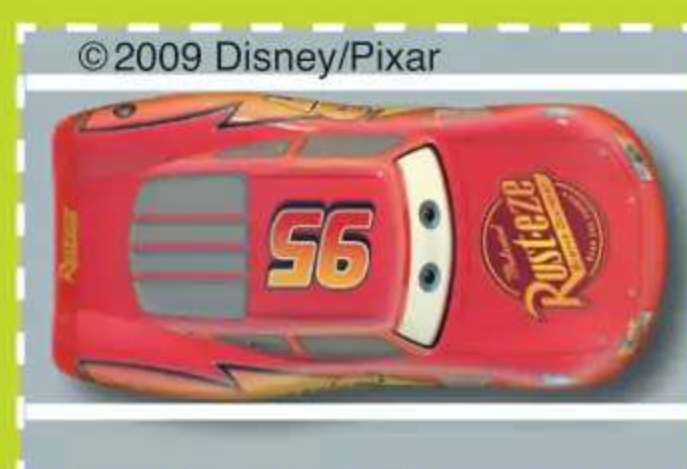


GAMES SIGNS AND PIECES

TIP: BEFORE YOU CUT, HAVE A LOOK AT PAGE 31!



SIGN FOR GAME ON PAGE 26



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CRAFTS

FIRST PART OF THE RULES ON PAGE 02

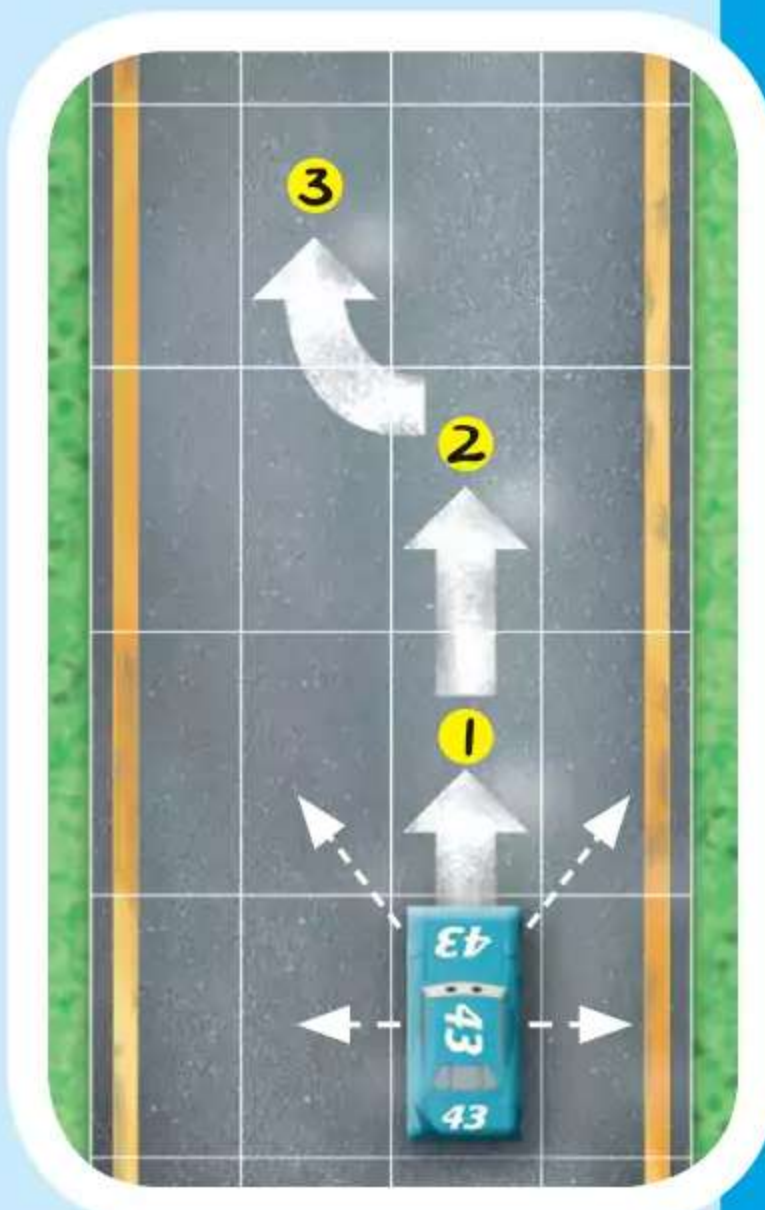
MOVING ORDER

ROLL THE DICE TO DECIDE WHO GOES FIRST. THEN, THE TEAMS TAKE TURNS MOVING THEIR CARS.

ROLL THE DICE ONCE FOR EACH CAR ON YOUR TEAM AND MOVE THEM ONE BY ONE IN ORDER OF THEIR POSITIONS. (THAT IS, THE ONE FARTHEST AHEAD GOES FIRST, THE ONE FARTHEST BEHIND GOES LAST).

HOW TO MOVE

CARS CAN MOVE SIDWAYS OR FORWARD IN ANY DIRECTION, WITHOUT GOING OFF THE TRACK. FOR EXAMPLE, IF YOU ROLL A THREE, YOU CAN MOVE TWO SQUARES FORWARD PLUS ONE SQUARE UP AND TO THE LEFT, AS SHOWN.



WHAT HAPPENS WHEN YOU WANT TO LAND ON A SQUARE OCCUPIED BY ANOTHER CAR?

DECIDE BY ROLLING THE DICE.

THE PLAYER WITH THE HIGHER ROLL WINS THE SQUARE, AND THE OTHER PLAYER BACKS UP ONE SQUARE IN ANY DIRECTION. IF YOUR ROLLS ARE TIED, THEN YOU LOSE AND BACK UP ONE SQUARE.

TAKING OVER SQUARES

IF YOUR ROLLS ARE TIED, THEN YOU LOSE AND BACK UP ONE SQUARE (OR MOVE TO THE CLOSEST EMPTY SQUARE BEHIND YOU).

BONUS AND PENALTY SQUARES

IN PHASE I, BONUS AND PENALTY CARDS WERE PLACED FACE-DOWN ON THE TRACK. WHEN YOU LAND ON ONE OF THEM, FOLLOW ITS INSTRUCTIONS.

END OF THE GAME

THE RACE IS OVER WHEN ALL THE PLAYERS' CARS HAVE CROSSED THE FINISH LINE. WRITE DOWN THE ORDER IN WHICH THEY FINISHED.

OVERALL TEAM SCORES

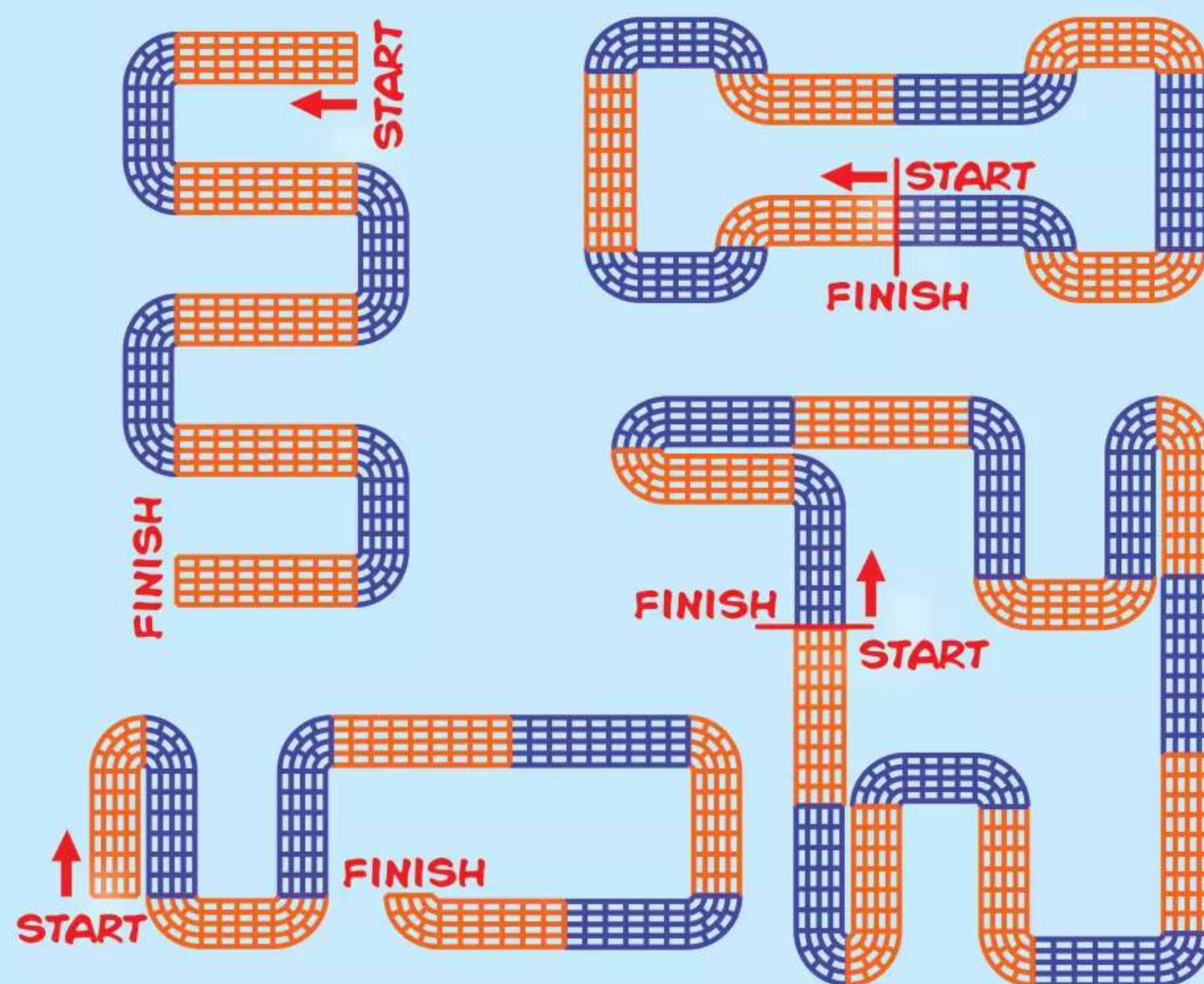
TO GET YOUR TEAM SCORE, COUNT THE TOTAL NUMBER OF CARS RACING. LET'S SUPPOSE THERE ARE 12 CARS. THE FIRST CAR TO CROSS THE FINISH LINE GETS 12 POINTS FOR ITS TEAM, THE SECOND GETS 11, AND SO ON, UNTIL THE LAST CAR, WHICH ONLY GETS ONE POINT.

TEAM VICTORY

THE WINNER ISN'T THE FIRST CAR OR TEAM TO FINISH. THE TEAM WITH THE HIGHEST OVERALL SCORE WINS!

RACING STRATEGY: ON CURVES, THE INSIDE LANES ARE FASTER, SO THEY'RE OFTEN MORE CROWDED, TOO! HOW OFTEN DO YOU USE THEM? IT DEPENDS ON YOUR DRIVING STYLE AND YOUR TEAM'S STRATEGY. DECIDE CAREFULLY WHEN TO RISK CHALLENGING AN OCCUPIED SQUARE.

CHAMPIONSHIP PLAYING: YOU CAN HAVE A REAL CHAMPIONSHIP BY PLAYING SEVERAL GAMES IN A ROW. CHANGE THE CIRCUIT FOR EACH NEW GAME, BUT KEEP THE SAME TEAMS AND ADD UP YOUR SCORES FROM EACH RACE.

CIRCUIT EXAMPLES**MEMORY TOKENS**

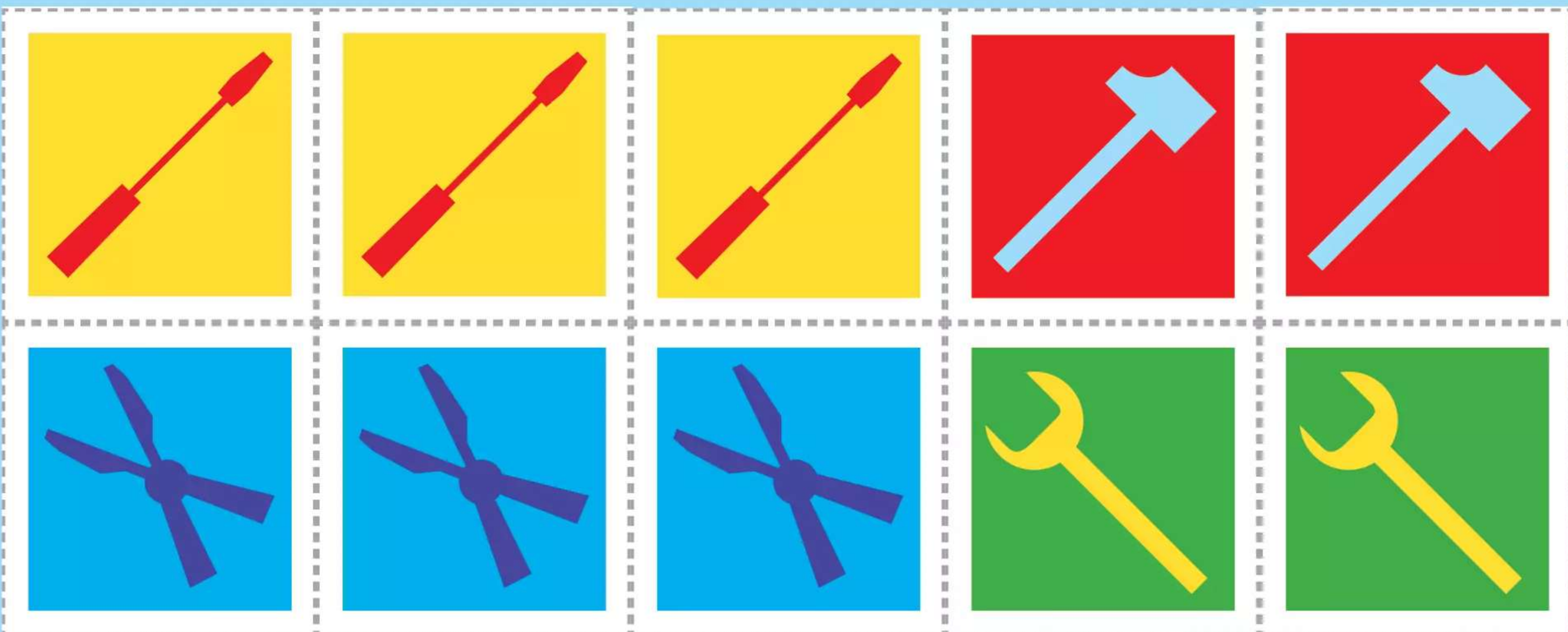
THIS IS A GAME FOR TWO PLAYERS. SEPARATE THE 30 MEMORY TOKENS ON PAGE 35, SHUFFLE AND PLACE THEM, FACE DOWN, ON THE BOARD ON PAGE 17. ONE PLAYER STARTS BY TURNING OVER TWO TOKENS. IF THE PICTURES MATCH, KEEP THEM AND TAKE ANOTHER TURN. NON-MATCHING TOKENS ARE PLACED FACE DOWN, AND IT'S THE OTHER PLAYER'S TURN.

THE PLAYER WITH THE MOST MATCHING TOKENS WINS!

SEE
PAGE
17

SUDOKU TOKENS

SEE
PAGE
23



COLLECTOR CARDS

ENJOY, COLLECT AND PLAY WITH THEM!

FLO

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SARGE

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LIZZIE

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Model T™

BRUSH CURBER

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KORI TURBOWITZ

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HANK "HALLOWEEN" MURPHY

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RESCUE SQUAD MATER

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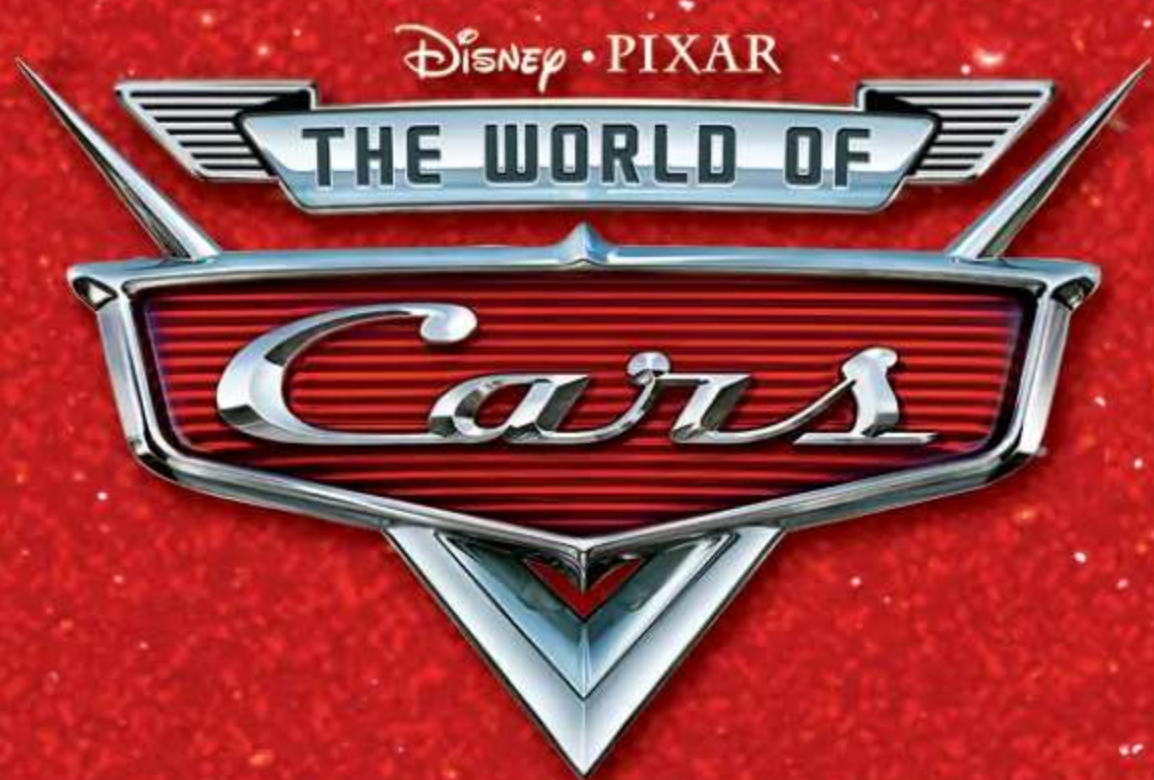
RESCUE SQUAD CHOPPER

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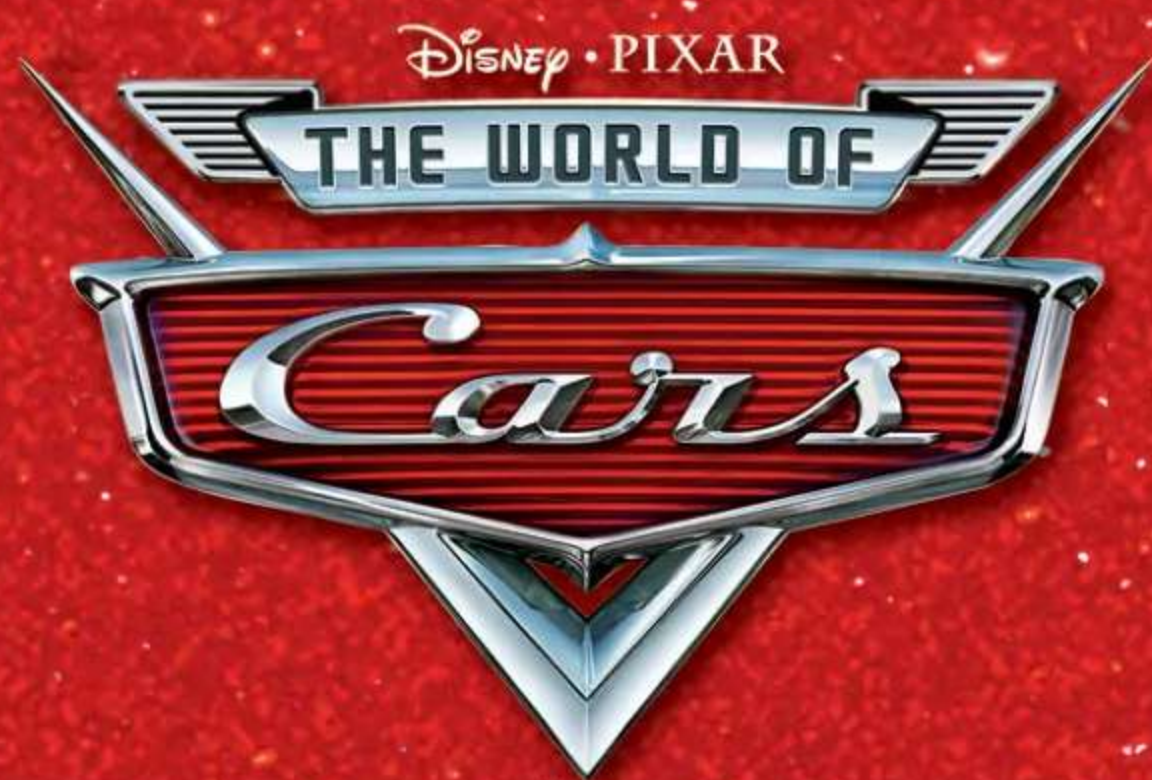
CARD GAME INSTRUCTIONS

A GAME FOR TWO PLAYERS. THE FIRST PLAYER PICKS THE FIRST CARD FROM HIS/HER DECK AND CHALLENGES THE SECOND PLAYER BY CHOOSING THE HIGHEST OF THE THREE VALUES: SPEED, FUEL OR RPM. THE SECOND PLAYER PICKS THE FIRST CARD FROM HIS/HER DECK. THE PLAYER WITH THE HIGHEST CARD VALUE WINS THE CHALLENGE AND THE CARDS, WHICH ARE THEN PLACED AT THE BOTTOM OF HIS/HER DECK. THE WINNER OF EACH CHALLENGE LAUNCHES THE NEXT CHALLENGE. IF THE VALUES OF CARDS PLAYED ARE EQUAL, FURTHER CHALLENGES ARE LAUNCHED UNTIL THERE IS A WINNER, WHO KEEPS ALL CARDS PLAYED. THE PLAYER THAT WINS ALL HIS/HER OPPONENT'S CARDS WINS THE GAME.

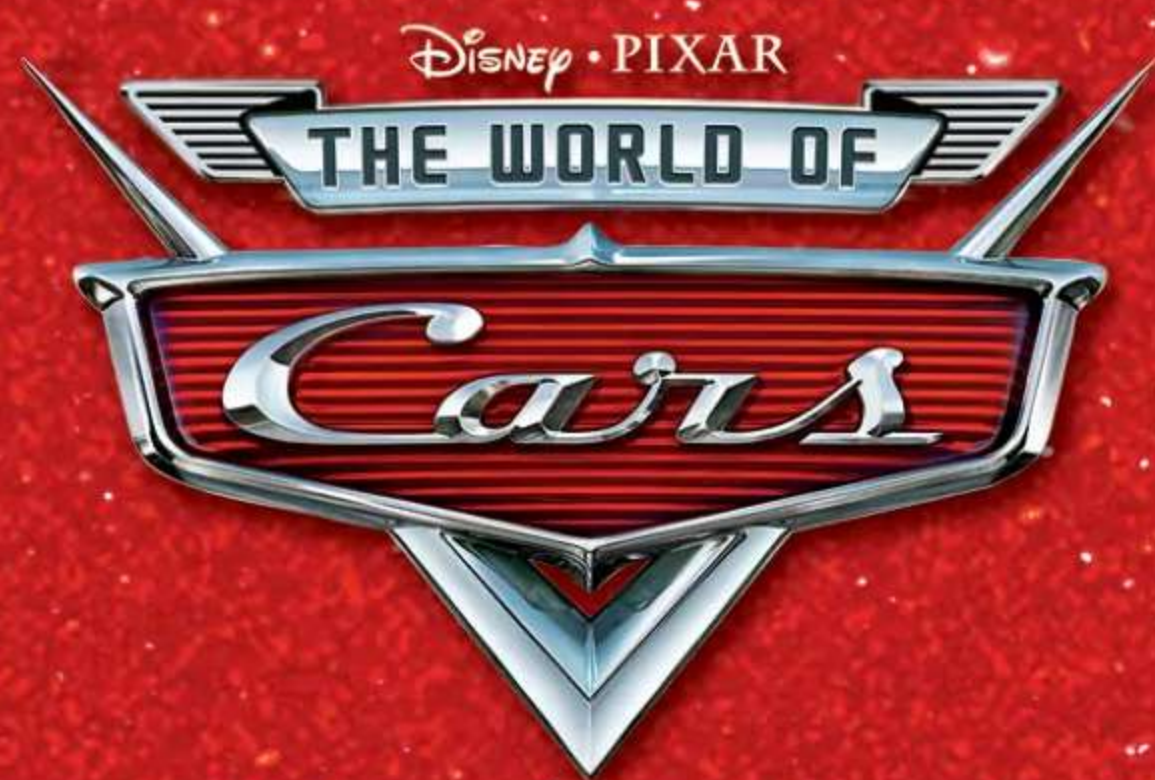
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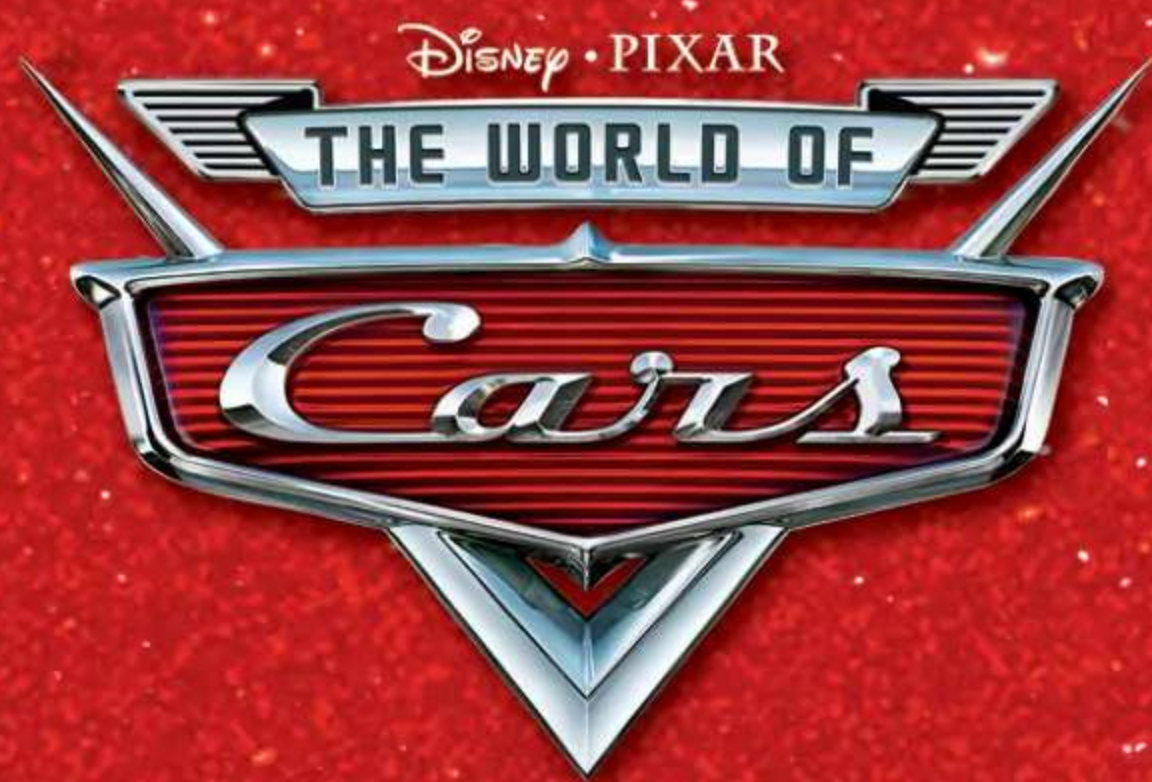
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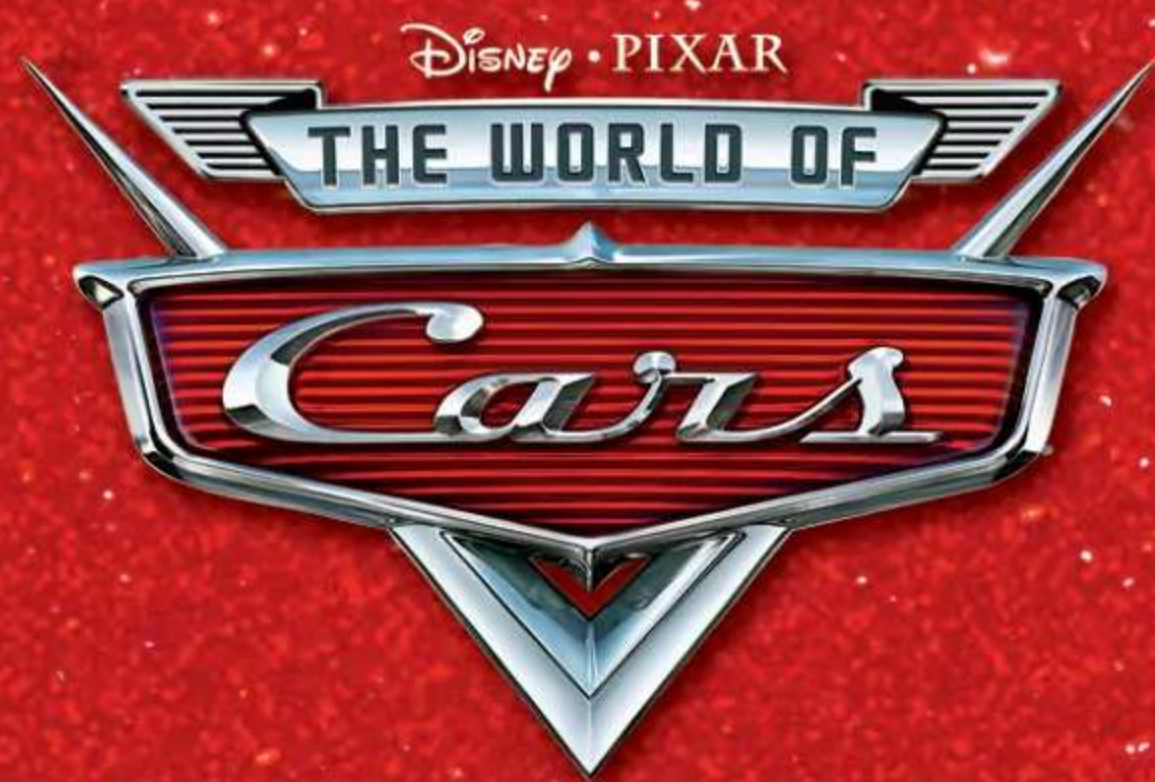
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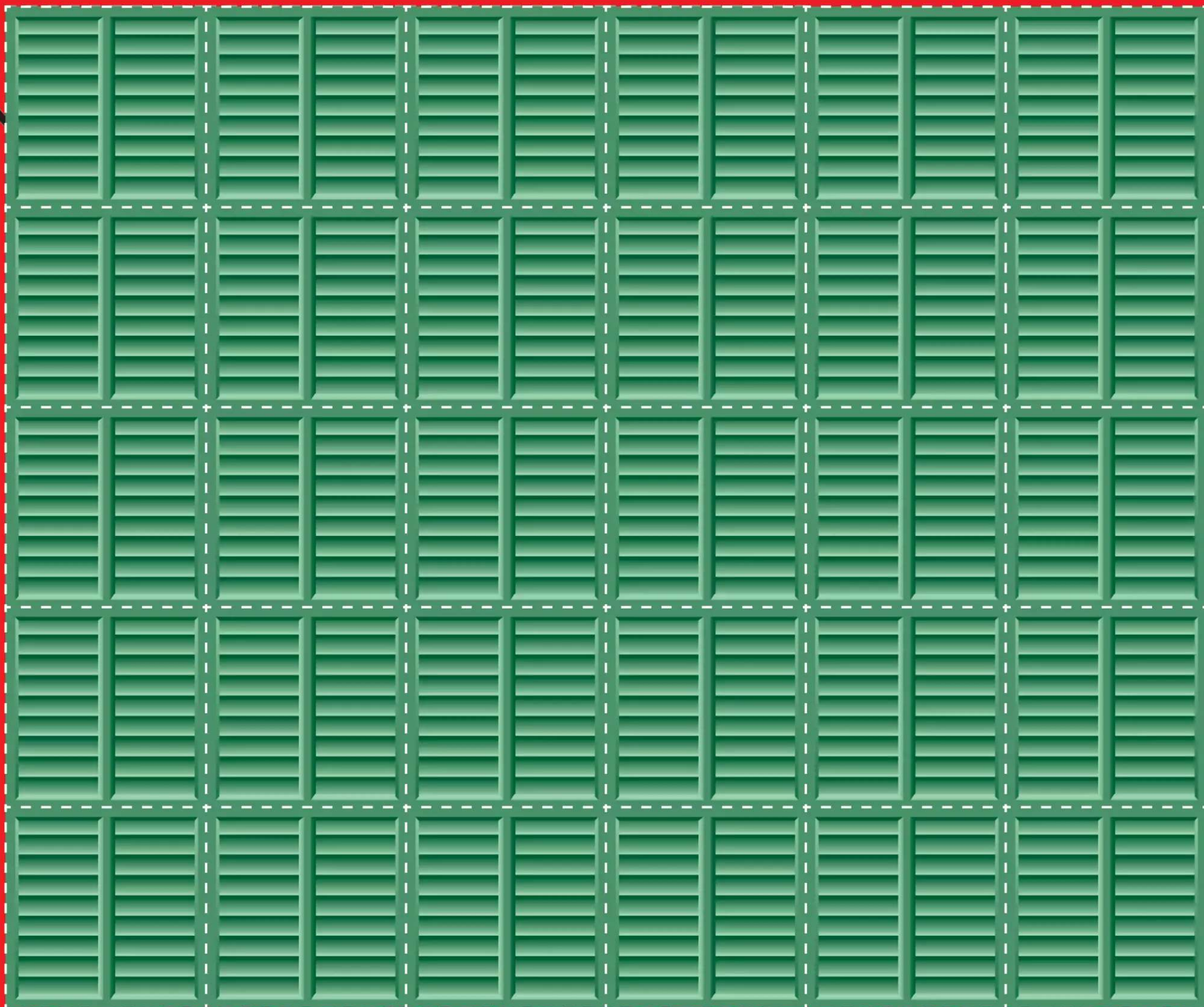
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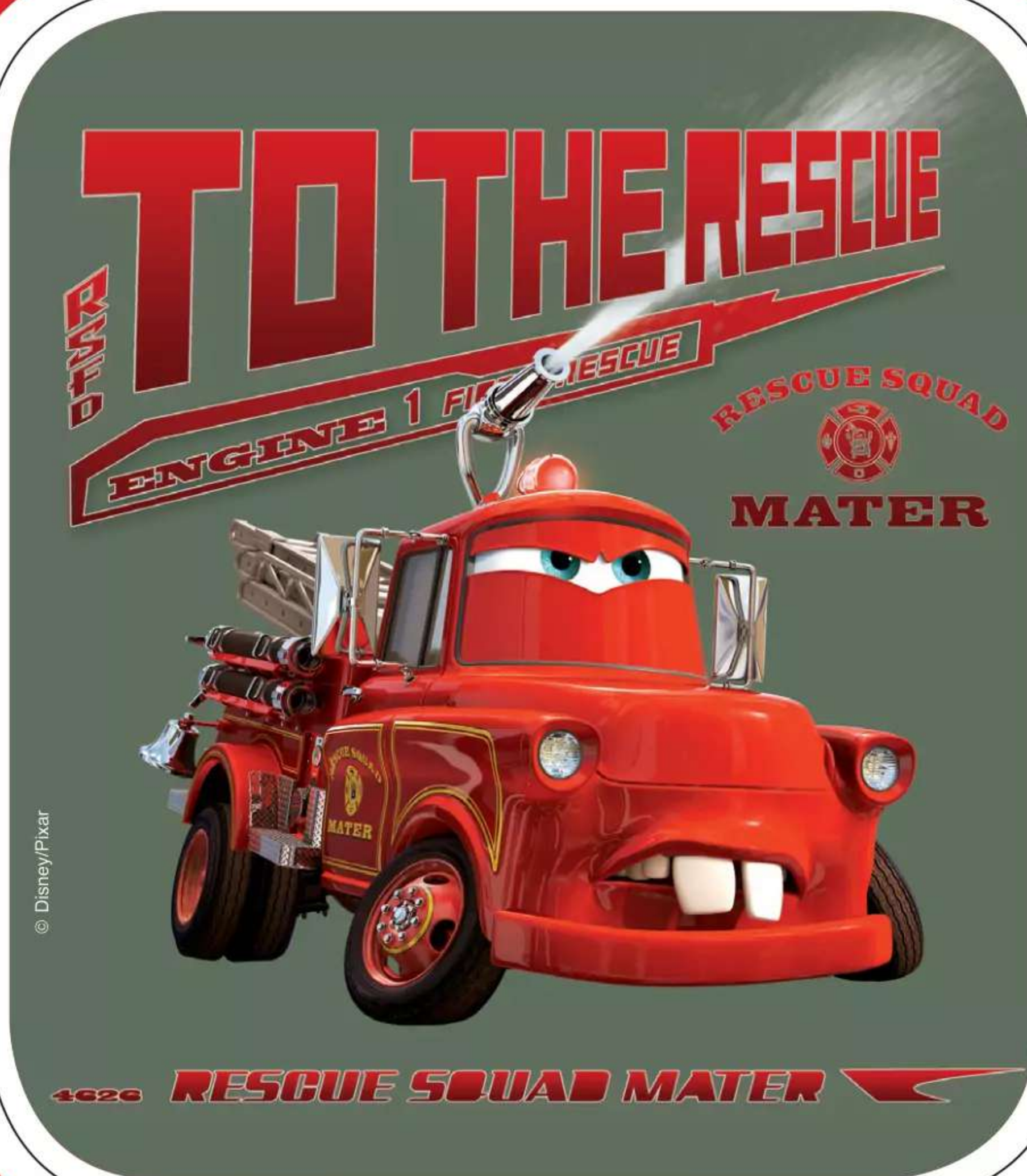


RESCUE SQUAD MATER

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CARBURETOR CO
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